

PRIMA'S OFFICIAL STRATEGY GUIDE

DRAGON BALL Z[®]

THE LEGACY OF 悟空[®]
GOKU[™]

**MAPS FOR
ALL QUESTS**



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DRAGON BALL Z

THE LEGACY OF 悟空

GOKU ^{® TM}

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ELIZABETH M. HOLLINGER



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An Introduction to *Dragon Ball Z®: The Legacy of Goku®*

Dragon Ball Z®: The Legacy of Goku® is a role playing game that covers the events in the animated series *Dragon Ball Z®* from the kidnapping of the six-year old Gohan® to the defeat of the evil alien, Frieza®. You take on the role of Goku® as he rescues his son and defeats the aliens threatening his family, friends, and adopted planet, Earth.

This guide is designed to help you, whether you need maps, quest descriptions, boss battle strategies, or simply a nudge in the right direction. The following sections introduce you to the game's main characters, provide a quick explanation of the game's mechanics, and offer a detailed walkthrough—complete with maps! Learn all you need to know about the challenges and monsters that Goku® faces in each section of the quest. However, be warned, the walkthrough section is full of spoilers.

Dragon Ball Z®: The Legacy of Goku® is a lot of fun and all of us at Prima Games, Infogrames, and FUNimation® hope you enjoy playing it!



Heroes and Villains

Goku® is the main character, and you play the game as him. However, you should get to know a few other characters—just in case you're not familiar with the animated series.

NOTE



For those Dragon Ball Z® fanatics, Dragon Ball Z®: The Legacy of Goku® tells the story of Goku® through the following sagas: Saiyan Saga, Namek Saga, Captain Ginyu™ Saga, and the Frieza® Saga. Because this game is told from Goku's® point of view, you experience only the parts of the sagas that he participates in. To learn more about the Dragon Ball Z® series and the episodes not covered in this game, please check out FUNimation's® Official Dragon Ball Z® website at <http://www.dragonballz.com>.



The Heroes

At the start of the game, Goku® goes to the home of his old friend and teacher, Master Roshi®, for a reunion of sorts. There he meets up with his old pals Bulma™ and Krillin® and is surprised by a new ally, Piccolo™.

NOTE



The following character descriptions are taken from the Official Dragon Ball Z® Website (<http://www.dragonballz.com>), courtesy of FUNimation®.



**GOKU®**

Goku® is the hero of Dragon Ball Z®, the most powerful warrior on Earth and the first to become Super Saiyan in over 1,000 years. When the Saiyans arrive, Goku® learns the mysterious secret of his own past: He is a Saiyan formerly named Kakarot™. Goku® was sent to Earth as a baby to grow up and destroy the planet, but a head injury as a child scrambled Goku's® programming. Instead of growing up to become a destructive super-warrior, he became innocent and pure of heart, fighting for good.

Goku® is peaceful, good natured, honest, loving to his family and friends, loyal, trustworthy, and brave. If he has a weakness, it is his trusting nature. He always finds the "good" in people when others don't see it, though Goku's® enemies sometimes take advantage of his naive trust. He originally trained under Master Roshi® and wears his symbol until he trains under King Kai™. Then he wears King Kai's™ symbol. Goku® grows up and marries Chi-Chi™. Together they have two sons: Gohan® and (in a future episode) Goten™.



GOHAN®

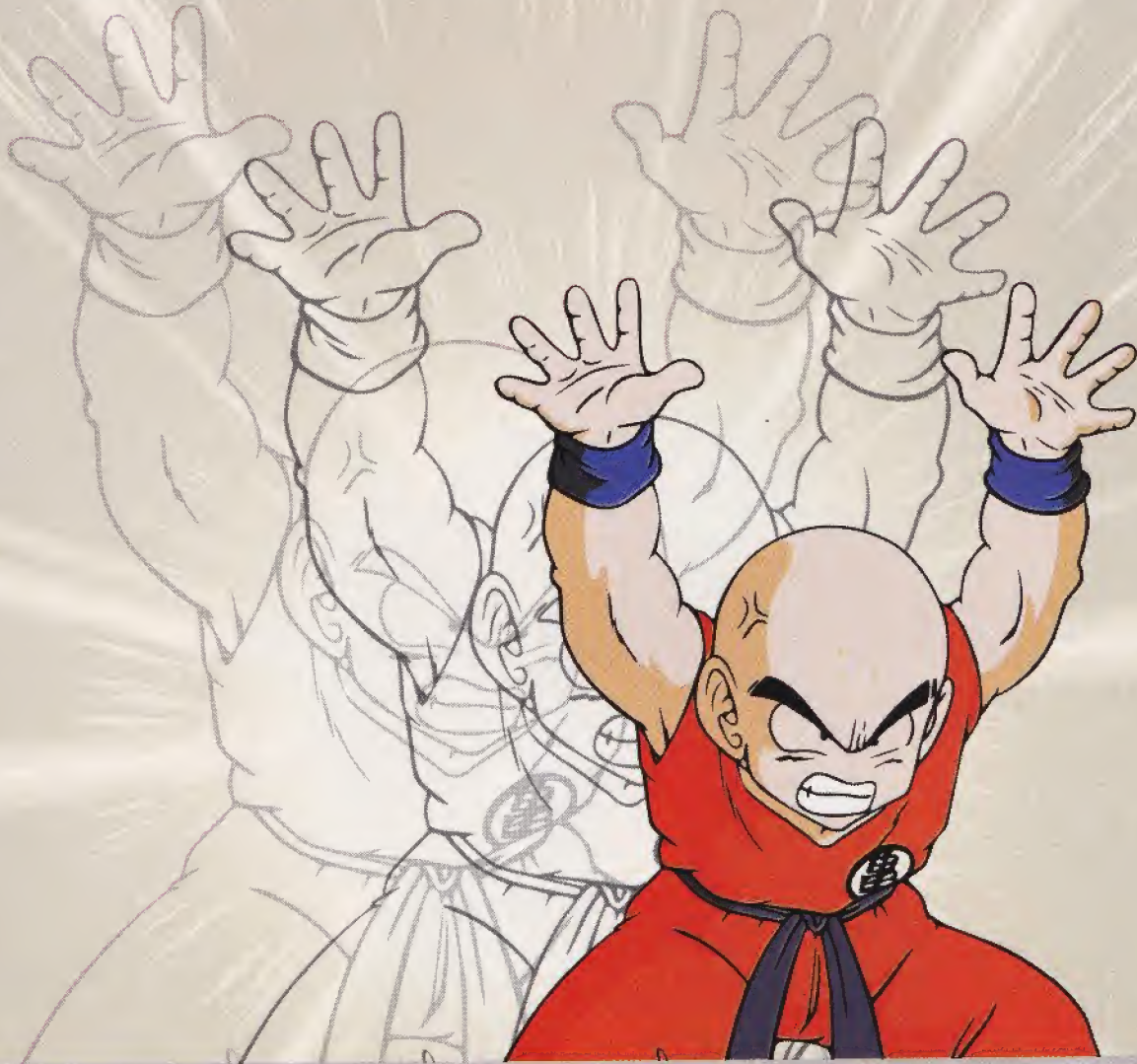


Named after his adoptive grandfather, Gohan® is Goku® and Chi-Chi's™ eldest son. He is idealistic, good, and pure like his father. Gohan® reveals his tremendous fighting potential when the Earth is threatened. His heritage as part Saiyan and part human make him stronger than if he were of one race alone. With Goku's® departure to the Next Dimension and the eminent arrival of Saiyans stronger than Raditz™, Gohan® is key to the survival of Earth. Thus Piccolo™, a former enemy of his father, joins forces with the good guys and trains Gohan® for the upcoming battle. Over time, Gohan® becomes friends with Piccolo™, looks up to Piccolo™, and even wears similar clothing.

Although initially a wimp, Gohan's® training in the wilderness and subsequent fighting make him both brave and loyal. Following the fight on Earth, Gohan® is determined to go with Bulma™ and Krillin® to Namek to collect the seven Namekian Dragon Balls® and help out his friends on Earth—especially since he feels he let them down during the fight on Earth. Gohan® is key to the good guys' success on Namek, risking his own life to save Dende™, collecting Dragon Balls®, traveling to see Guru™ who awakens a power sleeping within him, battling the Ginyu Force™, etc. He will be the first to reach Super Saiyan II stage.



KRILLIN®



As a young boy, Krillin® studied martial arts with Goku® under Master Roshi®. Originally, he and Goku® were fierce rivals, but now they are best friends. A short, bald warrior, Krillin® provides comic relief in tense situations as he tries to keep up with Goku® and some of the other more powerful warriors. A good fighter on his own accord, he's always there to help Goku®. He can and has saved his friend's life more than once. In fact, Krillin® unleashes an incredibly powerful energy blast shaped like a flying disk that can slice through mountaintops.

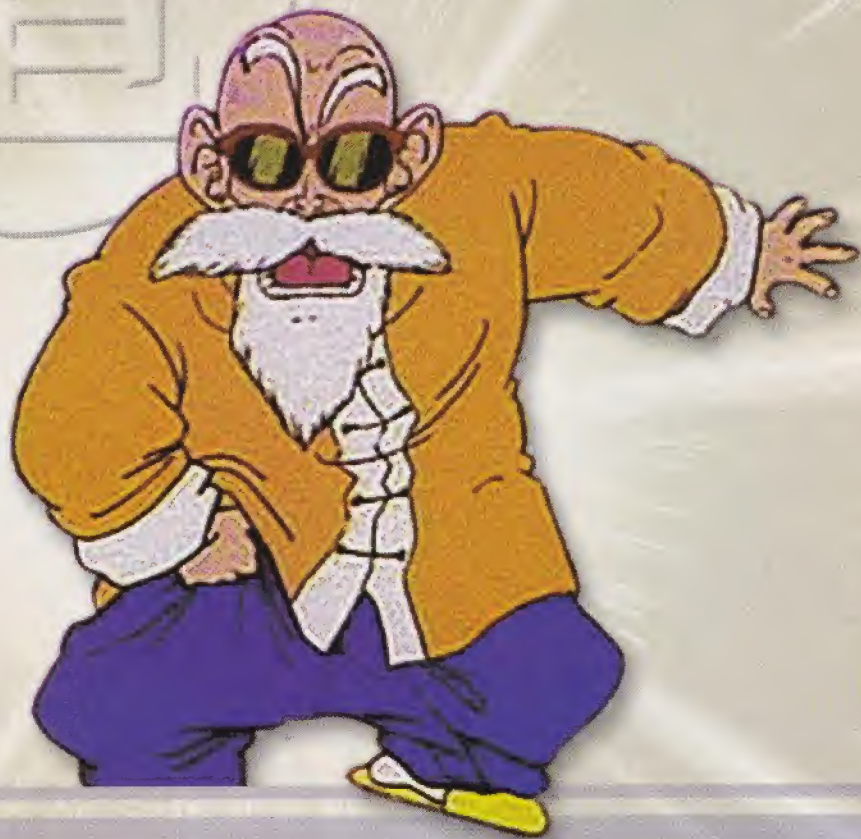
Goku® constantly encourages Krillin® to have confidence in his own abilities as Krillin® learns to be a remarkable fighter—that is, for an Earthling. Loyal, courageous, and dedicated to his friends, Krillin® is willing to fight against the Saiyans even though he doesn't want to die and knows that he can't be brought back to life again by the Dragon Balls®. Krillin® and Gohan® become very close friends through their adventures on Earth and Namek, and Krillin® would do anything for Gohan®.



PICCOLO™



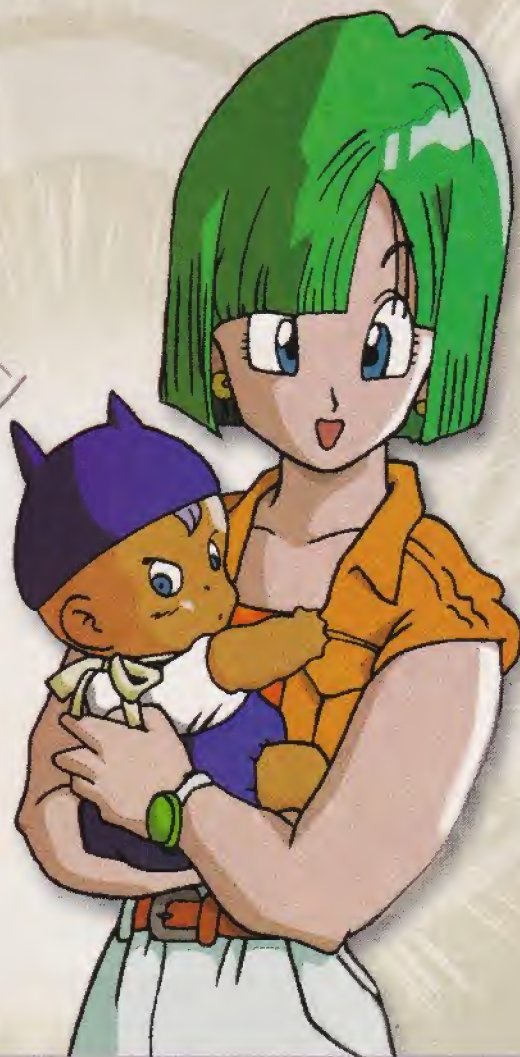
Goku's® one-time archenemy, Piccolo™ is the second strongest being on the Earth, born as a concentration of Kami's™ negative spirits. He has powerful energy blasts, can split into two or four separate entities, and has the ability to regenerate limbs. He is often seen in a white cape. Originally from the far away planet Namek (although Piccolo™ doesn't know this for a long time), Piccolo™ starts fighting Goku® to rule the world. When the Saiyans arrive he joins forces with Goku®. At first it is an uneasy alliance, but as the story unfolds, their bond becomes stronger. While training Goku's® son, Gohan®, for the upcoming battle against the Saiyans, Piccolo™ develops a special bond with Gohan®. Through Gohan®, the only person who has ever been a friend to him, Piccolo™ starts changing character for the better. He ends up sacrificing his own life to save Gohan®. While battling with Frieza®, Piccolo™ merges with Nail™, the last of the Namekian warriors and former guardian of Guru™. From this merging, Piccolo™ gains Nail's™ ancient Namek fighting style, greatly enhancing Piccolo's™ powers and abilities.

**MASTER ROSHI®**

An ancient and wise master of martial arts, Roshi® has accumulated great power and knowledge. He's completely bald and has a long, white beard. Because he has lived for countless years on a deserted island with only a turtle for companionship, he is also called the "Turtle Hermit." His home, the Kame house, continues to serve as a gathering place for the good guys. Although he may appear strange, frail, and harmless, Master Roshi® is indeed a great warrior. He originally trained Goku® and Krillin® when they were young boys. The first Earthling to ever understand how to nurture and control the Power of Light, Roshi® trains Goku® and Krillin® in its use. It was Master Roshi® who taught Goku® the Kamehameha attack.



BULMA™



In the original Dragon Ball® series, Bulma™ was a mixed up teenager with blue hair and a personality quirk that wouldn't allow her to shut up for a second. Now, she's blossomed into a mixed up woman with that same personality quirk. But, Bulma™ is very important to the team. She is a mechanical genius who can operate and fix anything. She is the one that discovers the capabilities of the Saiyan Scouter and enhances it for their own use. She also takes the lead in finding a spaceship capable of flying to Namek. Bulma™ designed the Dragon Radar, which tracks the locations of the Dragon Balls®.

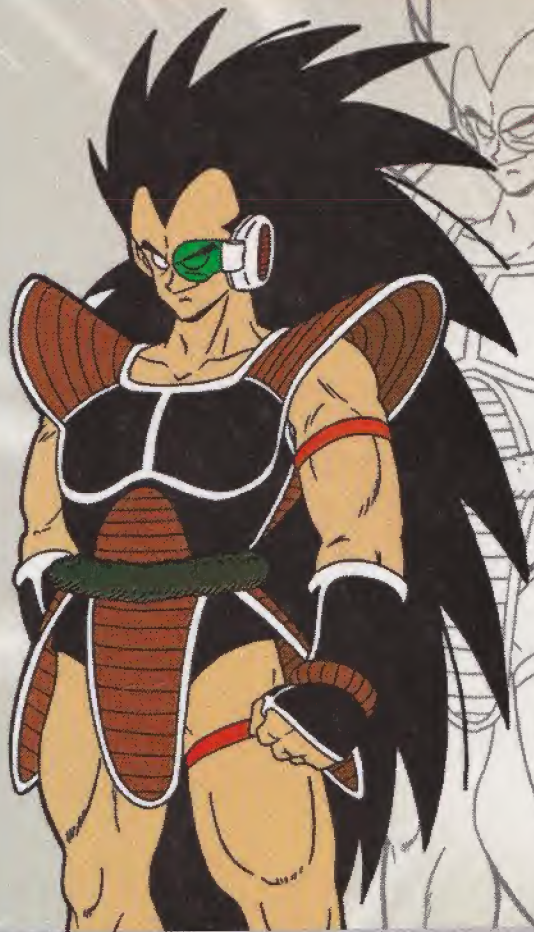
Bulma™ is also fashion conscious and changes clothing and hairstyles during the series. She often wears clothing with either her name or Capsule Corporation on the item. Bulma™ has known Goku® since he was a young boy. In the original Dragon Ball®, Bulma™ had a crush on Yamcha®. Although their romance blossoms, it was not permanent. In Dragon Ball Z® she outgrows these impulses and eventually settles her affections on Vegeta®. They have a son, appropriately named Trunks®. The original name for Bulma™ stands for bloomers (or girl's underwear). Her father is Dr. Brief™, of the famous Capsule Corporation.



The Villains

Goku® must defeat a variety of enemies and bosses before he completes his quest. In *Dragon Ball Z®: The Legacy of Goku®*, you run into Raditz™, Nappa™, Vegeta®, and the fearsome Frieza® in your quest to protect Earth and win the game.

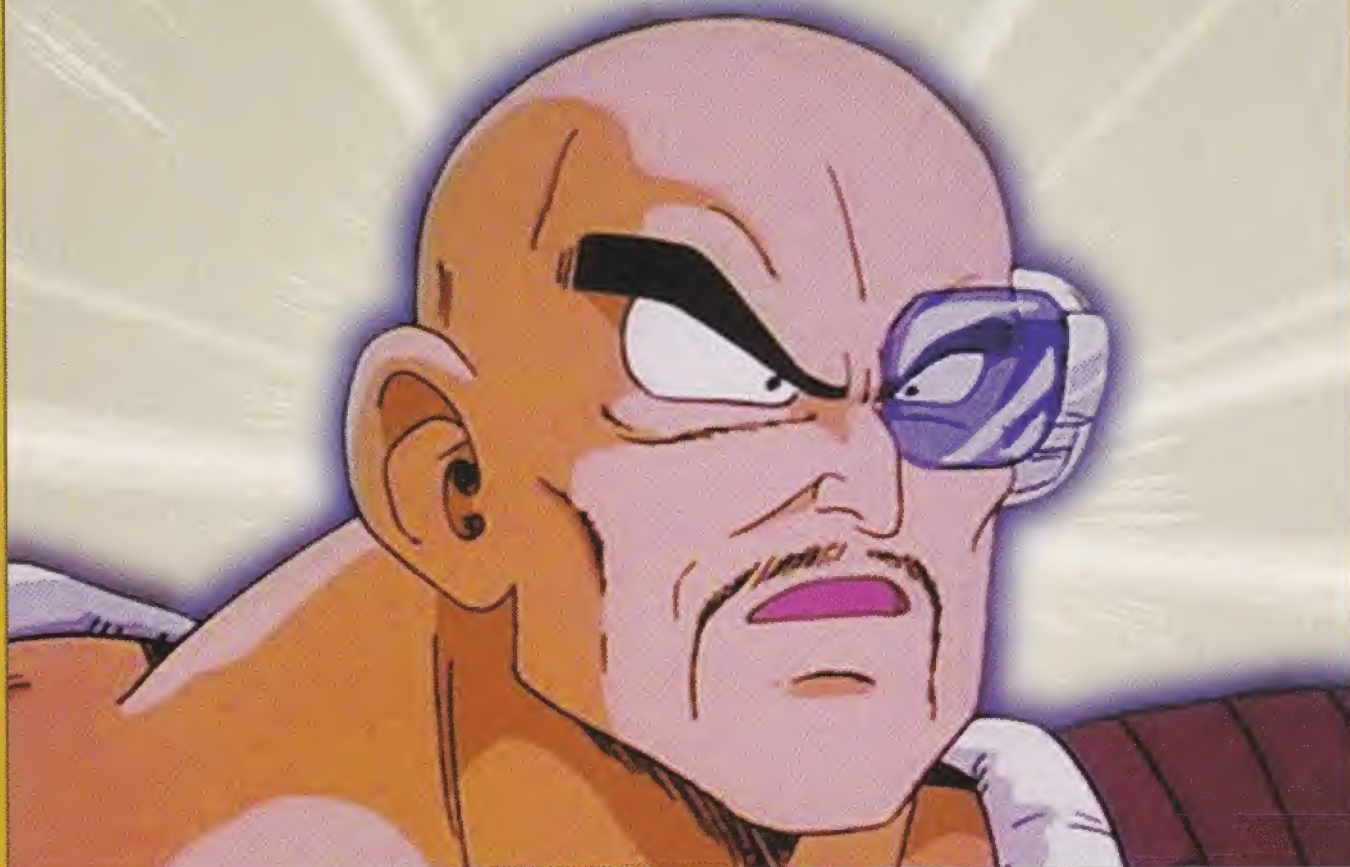
RADITZ™



A strong, powerful Saiyan warrior, Raditz™ comes to Earth originally to look for Goku®, his brother. Angry and intolerant, Raditz™ can't understand why it has taken so long for his little brother to destroy the helpless humans. Ruthless like all the Saiyans, Raditz™ plays on Goku's® emotions, lying to his confused brother to avoid being destroyed. The minute he is saved however, he instantly turns on Goku®. His last words reveal that two even more powerful Saiyan will be coming to Earth in one year in order to destroy it. And, unfortunately, his Scouter (technologically advanced eyepiece which gives location and power rating of opponents) transmits information about the Dragon Balls® to the Saiyans.



NAPPA™



Fellow warrior and Saiyan with Vegeta®, Nappa™ comes to Earth with Vegeta® to destroy it. This muscular Saiyan does much of the early fighting on Earth, including eliminating Piccolo™, Yamcha®, Tien™, and Chiaotzu™ either directly or indirectly through the Saibamen. Nappa™ has more brawn than brain and gets overexcited and careless when fighting. Vegeta® coaches him to calm down and states that he can win the fight. It is during his Kamehameha beam attack on Gohan® and Krillin® that Goku® swoops in with his Kaio-Ken attack to thwart Nappa™. Nappa™ is inferior to and afraid of Vegeta®—and for good reason. When Nappa™ loses the fight to Goku®, Vegeta® turns on him and immediately eliminates him for his weakness.

**VEGETA®**

Vegeta® is a powerful Saiyan. He is a "Super Elitist" and a prince, the son of King Vegeta®, past ruler of the Saiyans. Vegeta® and his comrade Nappa™ are two of the last surviving Saiyans. They come to Earth to destroy all life and sell the planet. Though physically smaller than Goku®, Vegeta® can power up to unbelievable levels, destroying entire planets. He is a fierce rival of Goku's®, striving always to seek power levels as high or higher than Goku® and to reach Super Saiyan level. Ambitious and determined, Vegeta® wants the Dragon Balls® to gain immortality. He is determined to destroy Frieza®. After the Namek Saga he fights on the side of the good guys and becomes the father of Trunks®.



FRIEZA®



Haughty, malicious, seemingly invincible, and power-hungry with absolutely no compassion, Frieza® is feared as the most powerful and evil being in the universe with no rival being even close to his strength. Upon learning about the legendary Namekian Dragon Balls®, Frieza® is consumed with a desire to obtain the Dragon Balls®, summon the Dragon, and gain his wish for immortality. Then he can rule the entire universe, unrivaled, forever. Understanding the capability of the Saiyans as fighters, he eliminates their planet to destroy the competition. In his search for the Dragon Balls® on Namek, he ruthlessly and predictably eliminates all who get in his way. The very mention of his name strikes dread and fear across the universe.

Zarbon™ and Dodoria™ are Frieza's® two evil right hand men. They carry out his requests promptly and without question, knowing Frieza's® character too well. Frieza® also employs the legendary Ginyu Force™ to take care of his business. Frieza® is a lizard-like creature who can shape-shift into four stages of forms, with each form more powerful than the last. In his first form, Frieza® is in a space pod. Second form, Frieza® has two horns on his head and his body is larger. Third form, Frieza® is in his biggest body and his back is bent. The fourth form is the perfect form. He is in a small body with no angle on his body. He also has a fifth appearance. After being beaten by Goku®, Frieza® is rebuilt with robotic parts, and once again poses a threat to our heroes.



How to Play Dragon Ball Z®: The Legacy of Goku®

It's easy to play *Dragon Ball Z®: The Legacy of Goku®*. The controls are easy to learn, leaving you more time to enjoy playing the game! This chapter goes over some of the basics you need to help Goku® complete his quest.

Basic Controller Operations



Goku® on the World Map

Goku® spends most of the game exploring a variety of worlds to gain the strength and knowledge he needs to defeat the evil Frieza®. During his adventure he meets old friends, makes new ones, and encounters many challenges. You must defeat ferocious monsters and solve tricky puzzles to bring Goku® to the final battle. To succeed, you must learn a few tricks.

Examining the Environment

As with most role playing games, it's important to examine everything and talk to everyone. The characters you meet provide important information about how to solve a puzzle or defeat an enemy. Examining your environment allows you to find hidden items that may be crucial to your quest.

Most items can be found through exploration. Search every part of every area! Some items, such as Herbs and Senzu Beans, are hidden in tall weeds and under stone blocks and wooded posts. If you think something can be destroyed, give it a try!



Use Goku's® simple Ki Blast to destroy tall weeds, stone blocks, and other obstacles. This opens up new paths and reveals crucial items such as Herbs and Senzu Beans.



Talk to everyone to learn crucial bits of information and get small quests. Sometimes you get experience points just for talking to someone!



Completing Quests

The people Goku® meets present him with quests. Most of these help build up Goku's® experience levels. Others you must complete before Goku® can progress to the next area. If you are stuck somewhere, talk to everyone in the area again to see if you missed an important task!



Whenever you complete a quest, you are rewarded with experience points, information, and even items. Some quests must be completed before you can continue to the next area.



Completed quests are listed on the Menu Screen under the Quests heading. If you aren't sure if you've completed your current quest, see if it appears on this list.

Recovery Items

Two main recovery items are found in *Dragon Ball Z: The Legacy of Goku®*. The first are Herbs. These medicinal weeds recover a quarter of Goku's® total Hit Points. You can carry up to six in your inventory. Although they don't heal very much, a simple Herb can often be the difference between life and death!



Senzu Beans are hard to spot and don't appear frequently. If you find a source, remember where it is so you can come back and get more.



Herbs come in a variety of shapes, but they all work the same way.

Senzu Beans heal Goku® entirely, which makes them very desirable. Unfortunately, they are hard to find and you can carry only three at once. Use them only when you must!



NOTE



Any items in an area regenerate whenever you leave the area and return. This includes every time you enter and exit a building. Take advantage of this to restock your inventory.



CAUTION

Unfortunately, monsters also reappear whenever you re-enter an area!



Flying

Goku® can fly, allowing him to reach areas that he cannot access on foot. However, his time in the air is limited by the number of Flight Charges he has. Pick up Flight Charges—colored dots with a wing emblem—on your journeys. A single Flight Charge (FC) is equal to about a second of flight time. Different colors of Flight Charges show their sizes, from 5 FC on up. These items regenerate after a minute or two, preventing Goku® from getting stuck on some lofty peak. Goku's® Flight Charge Meter increases as he gains experience levels.



Flight Charge items appear in areas where flying is encouraged. So, if you start running into a lot of Flight Charges, look for places that you can fly to.

When Goku® returns home after Gohan® is kidnapped, he starts with a Flight Charge Meter of 7. This gives him enough power to reach one of the Flight Charges on the hills near his home. However, Goku® can reach these hilltops only from a specific direction. As you see from the screenshots, Goku® can fly up only from the cliff-front side. If you cannot see the rock face, then Goku® cannot fly from that point.



Goku® can fly up only along the rock face. This works even if Goku® has to make an "L"-shaped swoop.



If Goku® cannot fly in a direction, he acts as though he's run into an invisible wall.





Goku's® Battle Basics

When Goku® isn't solving puzzles or completing quests, he's fighting a variety of monsters and villains. Battles are held in real time, making you learn how to attack wisely, while also defending and dodging attacks from your foe (or group of foes!). The following section explains some ways to turn Goku® into a battle master!

Charging and Dodging

The enemies you face use a variety of tactics. Some, such as snakes and squirrels, are timid creatures. Others, such as wolves, dinosaurs, and pterodactyls, are aggressive and will chase and attack you. To battle these monsters, you need to learn how to attack and dodge at the same time.



Early in the game, don't get cornered by wolves. These creatures are fast and bite hard. Until you've built up Goku's® strength a few levels, their bites take large chunks out of Goku's® Health Meter.

Sometimes, the best way to handle an aggressive enemy is to run away to a better place to attack. Trees and rocks provide a barrier between you and the enemy, while still letting you get a couple of Ki Blasts off. Flying is another way to dodge attacks. While Goku® is in the air, he is invulnerable to any attacks. Hover above energy ball attacks or fly over monsters to get out of a sticky situation!



Some enemies pursue Goku® only a short way before they give up. This lets you attack from afar and gives you a chance to charge up a Ki-based attack.



In a jam? Fly over your enemy to get to a better place to attack from.



Ki Blast

The Ki Blast is the simplest and most flexible of Goku's® special attacks. Its strength is based on Goku's® experience level and the amount of time you charge the attack. The more you charge the attack, the farther it flies and the more damage it inflicts.



Solar Flare

When used craftily, the Solar Flare is the game's best defensive move. The Solar Flare paralyzes and blinds all enemies on the screen. The more you charge the attack, the longer the effect lasts. Use this to escape an ambush or charge up an attack.



Kamehameha Wave

The Kamehameha Wave is Goku's® signature attack. He projects a powerful beam of Ki energy that damages everything in its path. The longer you charge it, the farther it goes and the more damage it does. This is the game's most powerful attack—and often the most inaccurate. Aim carefully!





Dragon Ball Z®: The Legacy of Goku® Walkthrough

The Kame House

The game opens with Goku® and his six-year-old son, Gohan®, visiting Master Roshi's® island home. This is the first time Goku® has seen his friends in a long time, so speak to them before you explore the island. Friendly characters are full of helpful information and tips!



Inside the Kame House

Help Master Roshi®

Master Roshi® has been collecting magazines. He's misplaced three of them somewhere on the island. Search the island for the missing magazines, then return them to Master Roshi®. For every magazine you find and return, you get a useful prize! Find all three to receive 350 experience points.



Master Roshi® needs your help! Find his three missing magazines before Gohan® accidentally sees them.



The first magazine is on the island's lower right corner.





The next magazine is inside the Kame House.



The final magazine is on the island's northwest corner.

NOTE



Senzu Beans are the best healing items! Just one can heal Goku®. However, they are hard to find, and Goku® can only hold three of them in his inventory.

Explore the Kame House



Explore each area. Goku® lets you know if there are any areas you cannot access. Some of his reasons are funny, so go everywhere and open everything.

A Disastrous Event

After you complete Master Roshi's® quest, a couple of surprise visitors appear on the island. First, you meet Raditz™, a powerful Saiyan warrior, who is in search of his younger brother. It turns out that Goku® is that brother, sent as an infant to destroy the inhabitants of Earth. Because Goku® has failed to complete his "mission," Raditz™ decides to kidnap Gohan® and turn him into the warrior Goku® failed to become.



Oh no! Raditz™ wants to take Gohan® with him!

The second surprise visitor is Goku's® old enemy, Piccolo™. Piccolo™ suggests that the two of them join forces in defeating Raditz™, and says he'll meet Goku® on the battlefield. Your job is to get Goku® to that battlefield in top fighting condition! When you are ready to leave the island, take Goku® to the Nimbus and he'll take care of the rest.



The Saiyan Saga

If you are a fan of *Dragon Ball Z*®, you'll recognize these events as the start of the Saiyan Saga. The Saiyan Saga covers the events from the kidnapping of Gohan® to the great battle with the Saiyans, Nappa™ and Vegeta®. This game presents Goku's® point of view, so the anime can fill you in on what the rest of his companions are up to!



Forest by Goku's® House

From the Kame House, Goku® travels home to start his search for Raditz™ and his son, Gohan®. Before he can take on Raditz™, however, he needs to bulk up. Take on the snakes that infest the local forest. Watch out for Gohan's® mutant crabs and the occasional wolf.



Goku's® in Trouble!

Goku's® wife, Chi-Chi™, is behind the house. Have Goku® tell her the bad news before she finds out from someone else!



Chi-Chi™ is not happy about this turn of events!

Chi-Chi™

As the headstrong wife of Goku®, some say Chi-Chi™ is the most powerful woman on Earth (because she can control Goku®). They met in *Dragon Ball®* when Chi-Chi™ saved Goku®. Her father, Ox-King®, trained her to be a formidable fighter in her own right. In *Dragon Ball Z®*, Chi-Chi™ is mainly seen as a loving wife and doting mother, concerned and protective, perhaps even over-protective, of her family. She is always encouraging Gohan® with his studies and often finds herself stubbornly at odds with Gohan's® involvement with the martial arts. Chi-Chi™ would rather him be studying.

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Nature Training

Goku® needs to gain a couple of experience levels before he leaves this area. If you defeat the animals in the forest (including those cute squirrels!), Goku® will reach Level 4 and have an easier time facing the creatures in Dino Forest.





When Goku® gains enough experience points to go up a level, this screen appears.



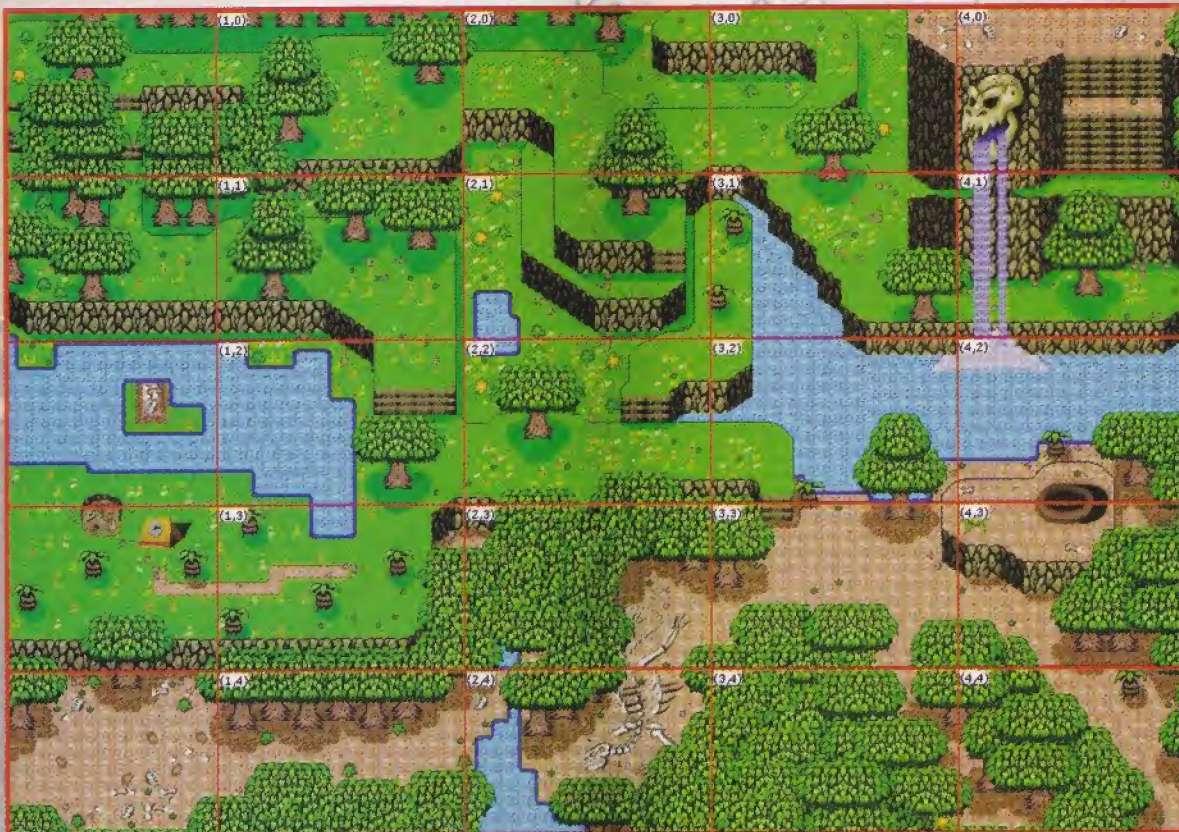
Do not let a wolf push Goku® into a corner.

Beware the Wolves!

Gohan's® overfed crabs are not the only dangerous animals in the forest. Keep an eye out for a couple of vicious wolves hiding in the dark corners. Wolves are swift, dangerous enemies. They are very aggressive and will chase Goku® until he is trapped in a corner. Their speedy attacks make it difficult to escape and charge Ki Blasts. Stun them with your fists or with quick Ki Blasts. Keep Herbs and Senzu Beans around for these confrontations.

Dino Forest

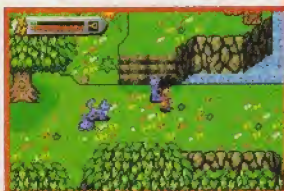
Dino Forest is the first place in which Goku® flexes his brain as well as his muscles. As you explore Dino Forest you encounter a mother pterodactyl, a paleontologist, old friends, and a lumbering dinosaur that you battle for experience points.



NOTE



Watch out for bands of wolves in this area. Next to the dinosaurs, they are the most vicious beasts inhabiting Dino Forest! When entering a new area, proceed slowly so you can battle them one at a time. If they gang up on Goku®, he cannot win!



The Pterodactyl's Stolen Egg

The first character you meet in Dino Forest is a crying mother pterodactyl. Someone has stolen her egg and she's heartbroken. Goku® understands how she feels, and he wants to do something about it. This small quest won't delay him from finding his own son.



Goku® knows how this mother feels!

The missing egg is on top of the waterfall mountain in the northeast corner. To get there, have Goku® slay band after band of hungry wolves. Once you reach the waterfall mountain, you find the path has been destroyed. However, Goku® can fly over the breach in the rocks with ease. On the other side of the path is a regenerating Flight Charge to refill Goku's® Flight Charge Meter.



With Flight Charges on either side of the waterfall, this flight will succeed!

When Goku® is healed and charged up, head up the stairs chiseled in the rock face and take on the pterodactyl that stole the mother's egg. This battle is easy to win if you've beaten all the monsters so far. Charge up your Ki Blast attacks and avoid the pterodactyl's attacks. Catch him unaware to have an advantage. Once you defeat the egg thief, grab the mother's egg and return it to her. She gives you 350 experience points.



There isn't much room to fight on the top of the mountain, so don't get trapped!



The mother pterodactyl is thrilled to get her egg back!



The Trapped Paleontologist

As you search for the pterodactyl's stolen egg, you discover a deserted archaeological site by a lake in the west. The site isn't really deserted, it just looks that way because the scientist working on it is stuck on an island in the middle of the lake. You can fly over there, but don't expect the paleontologist to fly back with you. (He's more afraid of the air than he is of the water!) Instead you need to find three stones hidden in the Dino Forest and use them to build a steppingstone bridge. As a reward, Goku® gets some Herbs and an increase in speed.



How did this old scientist get out to the island in the first place?



The first stone is near the pterodactyl's empty nest.



The next stone is at the end of a tree-covered passage near the entrance of Dino Forest.



The final stone is on a peninsula at the top of the map, west of the waterfall mountain.



To place the steppingstones, step into the water facing the opening and press **(A)**. The stone automatically slides into place.



Old Friends

As you explore Dino Forest, you run into a couple of old friends. Chiaotzu™ and Tien™ are in the forest training, too. If you talk to them, they each give you 500 experience points. Speak to the familiar faces you meet!



Chiaotzu™ and Tien™ are training when Goku® happens upon them in Dino Forest.



Chiaotzu™

A master of telepathy, Chiaotzu™ has the power to stop people in their tracks and to communicate telepathically. This white-skinned, red-cheeked little being is the devoted companion of Tien™. A strong fighter in the early days, Chiaotzu™ does not hesitate to throw himself onto Nappa's™ back and self-destruct in an attempt to save his friends. However, his power level does not increase as dramatically as the other Z Fighters. Thus, Chiaotzu™ is not a major warrior in the later episodes of *Dragon Ball Z*®.

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Tien™

Tien™ is a three-eyed man intent on training to be strong. Originally trained by one of Master Roshi's® rivals, Tien™ switched sides and became a Z Fighter. He beat Goku® at a worldwide martial arts tournament, is able to stop a waterfall with a blast, and can crush rocks on his head. His fighting techniques include the abilities to hover in the air, throw concentration bombs, blind with flashes of light, and split into two or four separate entities. Tien™ is excited about being trained by Kami™ and willing to fight against the Saiyans despite the odds. He volunteers to be the first to fight against the Saibamen, wins the battle, and goes on to fight against the Saiyans. Tien™ can communicate telepathically with Chiaotzu™, his best friend.

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A Dinosaur's Blocking the Exit!

The exit to Dino Forest is in the southwest, across a river. Before Goku® flies over the river, he comments that it gives off a weird vibe. That weird vibe comes from the dinosaur's lair next to the exit. You don't have to defeat this prehistoric beast to leave this map, but the experience is worthwhile.

The dinosaur is a slow, lumbering beast with a dangerous stomp and a thick hide that translates into lots of hit points. Charge up your Ki Blast fully before letting it fly. The dinosaur stops whenever you get half a screen away, so you can do this with every shot. If the dinosaur corners you, fly over it to get away. It takes plenty of Ki Blasts and lots of patience to win this battle, but the experience is worth it!



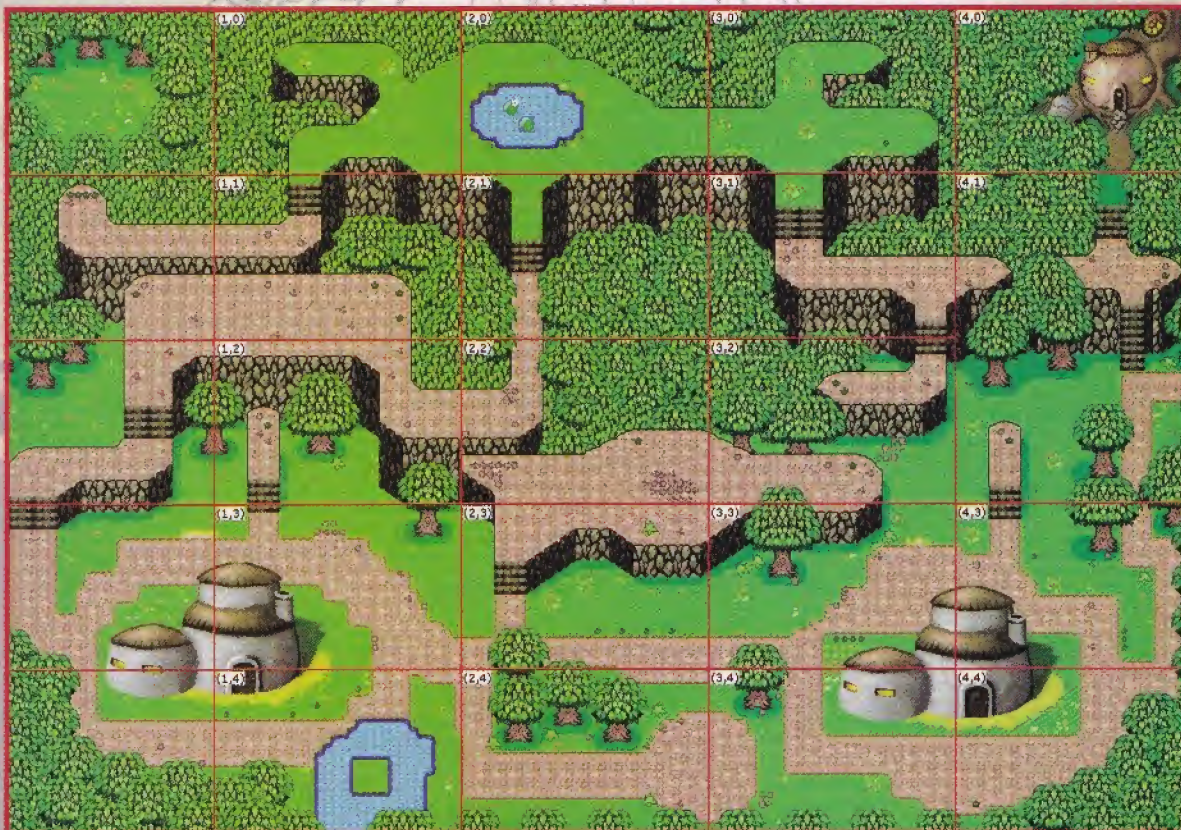
Goku® senses the giant beast across the river!



While the dinosaur is stationary, use your fully charged Ki Blasts to whittle down its hit points.

Northern Forest

The Northern Forest is filled with the unhappiness of its human inhabitants. Here Goku® must put everyone's concerns to rest before a Wiseman will help him proceed to Raditz's™ Landing Spot. You can complete the four quests in any order. When you finish, return to the Wiseman's house for further instructions!





Wiseman's House



The Boys' House



The Girl's House

The Wiseman's House

When you enter the Northern Forest, head up the stairs to the north and follow the trail to the Wiseman's house. There Goku® learns that the forest is troubled by the sadness of the people who live there. If Goku® can solve their problems, the Wiseman promises to help Goku® on his quest.



The Wiseman has problems of his own. Talk to him a second time to learn about his missing cat!

NOTE

Look everywhere for hidden treasures. You never know what you might find beneath something as simple as a wooden post!



Find the Missing Girl

A young girl named Sue is missing and the whole village is talking about it. Help her worried parents (and would-be boyfriend) by locating the lost girl and leading her home. Sue is in a barricaded alcove northwest of the pond to the north. Break the blocks with Goku's® Ki Blast, then talk to Sue to get her to follow you home. To complete the quest, hand her over to her father.



Even the neighbors are worried about the missing Sue.



Talk to Sue to win her trust. She follows Goku® to her house.



You get 500 experience points for returning Sue to her father.

Help the Little Boy Get His Boat

To the left of Sue's house is a little boy standing helplessly by a small pond. His older brother, Cory, threw his boat onto the island in the middle of the pond and he can't get it back. Have Goku® fly over there and rescue the boat.



The boy's happiness is all the thanks Goku® needs!

Help Cory Find Some Flowers for Sue

The boat boy's older brother, Cory, has a crush on the missing Sue. Once you return her home, advise Cory on suitable presents for her. When he settles on flowers, search the forest for a pretty bouquet.



Did you know that Goku® gives advice to the lovelorn?



Find a flower-filled meadow in the northwest, past the pterodactyl's lair. Goku® announces its presence when he gets close enough to fly over. You only need one of the bouquets there. Picking more than one leaves you with useless items in your inventory!



After you defeat the pterodactyl, Goku® announces his suspicions about an unseen area ahead. Fly over there to a meadow full of flowers!



Pick one of the bouquets and take the flowers back to Cory for a reward of 400 experience points.

The Missing Cat

The Wiseman is missing his cat, Neko, and he's concerned that she might be in danger. Find Neko in a blocked off corridor across the way from where you found Sue (to the east of the pond at the north end of the map). Talk to the cat and she follows you to her home.



Here kitty, kitty!

Two Old Friends

In the Northern Forest, meet up with two old friends, Yamcha® and Puar™. Talk to both characters and get 500 experience points from each one. It is a shame that they can't join you because of Yamcha's® baseball engagement....



It's good to see old friends!



Yamcha®

Yamcha® is a longtime friend and ally of Goku's®, though he was once a notorious bandit. He is sometimes accompanied by Puar™, his devoted cat companion. He is anxious and willing to be trained by Kami™ and to join the upcoming battle against the Saiyans even though he understands that the odds will be against them. In the heat of battle Yamcha® volunteers to fight the Saibamen instead of Krillin® because Krillin® has already been brought back to life by the Dragon Balls®. He and Bulma™ were formerly an item, and often illicit sparks fly for each other. Eventually Bulma™ moves on to Vegeta®. Yamcha® is defeated during battle with the Saibamen, and trains in the "Next Dimension" under King Kai™.

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Puar™



Puar™ is the devoted companion of Yamcha®. They met Goku® and Bulma™ together in the first series, *Dragon Ball®*. Puar™ is a shape-shifting blue cat who went to the same school as Oolong™. Unlike Oolong™, Puar™ can shift shapes without having to stop and rest every few minutes.

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Time to Move On

Once you complete the four tasks and quiet the forest's distress, the Wiseman lets you leave by his back door. The path is the only way out of the Northern Forest and leads Goku® to Raditz's™ Landing Spot. The Wiseman also teaches Goku® a new Ki-based attack called the Solar Flare. This attack causes a blinding flash of Ki that briefly paralyzes the enemy. Use this attack wisely and battles will go easily.

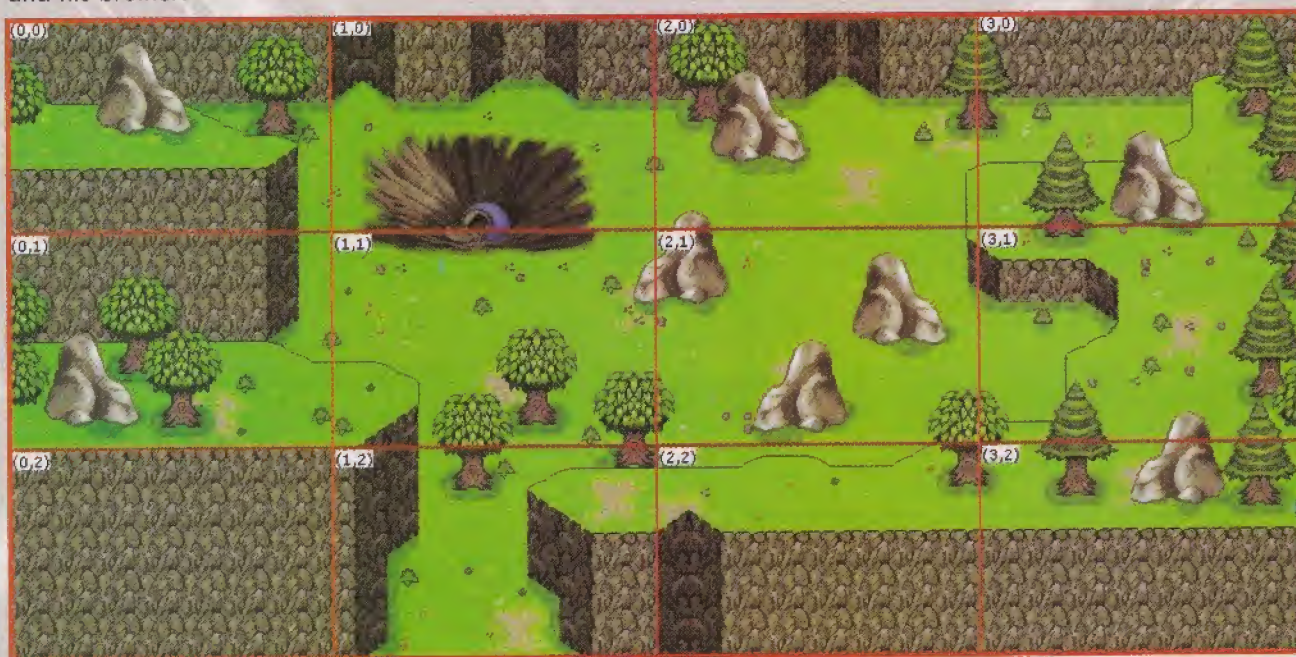


The only way out of Northern Forest is through the Wiseman's back door!



Raditz's™ Landing Spot

The strange passage inside the Wiseman's house leads Goku® to Raditz's™ Landing Spot. Here you encounter Piccolo™ and find Raditz™ about to leave the Earth with Gohan®. It's time for the final showdown between Goku® and his brother!



Tactics for Defeating Raditz™

If you defeated all of the monsters in the last three areas, Goku® is strong enough to take on Raditz™ without difficulty. This is the first Boss Battle, so expect to learn tactics and strategies here that will apply to upcoming Boss Battles.

The Battlefield

During a Boss Battle, both you and your opponent can roam all over the battlefield at will. Plot ambushes and find hiding spots. Flight Charges and Herbs are at the edges of the battlefield. Ration the Herbs throughout the battle. Once you run out, that's it!



It's a good thing that Flight Charges regenerate naturally! You need a lot of them in this battle.

The Match Up

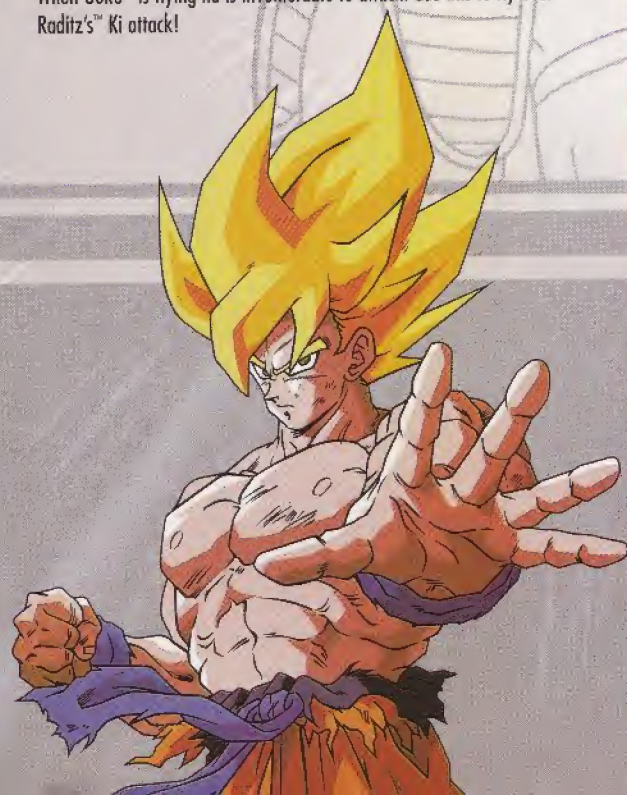
Raditz™ and Goku® are evenly matched. They are equally fast and almost equally strong. But Raditz™ has a lot more hit points than Goku® does! Like Goku®, Raditz™ has both a Ki attack and a hand-to-hand attack. Avoid being hit by either one. Because you can tell when Raditz™ is charging his Ki attack, dodge it by stepping to the side.



Dodge, Goku®! Dodge!



When Goku® is flying he is invulnerable to attack. Use this to fly over Raditz's™ Ki attack!



Choosing Attacks

Use your new Solar Flare attack. This attack produces a blinding light that paralyzes any enemy in range. The more you charge the attack, the longer the effect lasts. Use the Solar Flare to paralyze Raditz™, then hit him with a charged up Ki Blast. Also use Ki Blasts when Raditz™ stops to rest or figure out where Goku® is hiding.



Goku® paralyzes Raditz™ with a Solar Flare!



Charge up your Ki Blasts before you let them fly!

The Aftermath

If you've watched this part of the *Dragon Ball Z*® anime series, then you know what happens after Goku® defeats Raditz™. If not, we won't spoil the surprise!



King Yemma's™ Check-In Station

Before Goku® can enter the Afterlife, he has to check in first with King Yemma™. For his service to Earth, Goku® is given the chance to walk the Snake Way and train with King Kai™ at the end. Then he can return to Earth and take up his quest again.



King Yemma™



Great King Yemma™ is the most powerful and the fastest ogre in the other world. He sits at the entrance desk of the "Next Dimension" and admits people into "The Upper World" or "The Lower World." He was also the first to make it all the way down Snake Way.

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Snake Way

Snake Way is a long and winding path that is difficult to traverse. If Princess Snake™ doesn't get you, the sense of vertigo will!

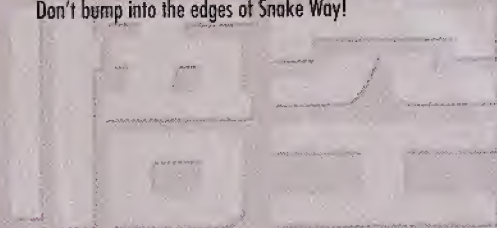


Beware the Edge!

The edge of Snake Way is marked with sharp scales. Running into them causes Goku® pain and damage. Be careful where you walk along Snake Way.



Don't bump into the edges of Snake Way!





Watch Out for Princess Snake™

Along the Snake Way, Goku® meets Princess Snake™. When her advances are spurned, she decides to eat Goku®. After Raditz™, this battle is tame. Keep the bends of Snake Way between Goku® and Princess Snake™ and watch out for the edge of the track so that you don't take any extra damage.



Princess Snake™ thinks that Goku® looks good enough to eat!



Keep out of Princess Snake's™ way when you attack. This way you can fully charge your attacks. You can also attack Princess Snake™ across the paths, increasing the distance between the two of you.

Princess Snake™



Princess Snake™ has been princess of Snake Way for the last 1,500 years. And she is pretty, the winner of beauty awards. Since it has been over 500 years since they had guests, Princess Snake™ is intrigued by the arrival of Goku® and tries to trick him into staying by placing Sleepy Grass into his food. When that doesn't work, she tries to force him into staying. Princess Snake™ has a dream mirror which she uses to discern Goku's® dreams.

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Help Me! I'm Falling!



Once Goku® defeats Princess Snake™, he starts feeling dizzy and falls off Snake Way. I wonder where Goku® will land....



HFIL (Home for Infinite Losers)

The Home for Infinite Losers (HFIL) is where wimpy spirits are corralled for all eternity in the Afterlife. Goku® will have to work hard running errands and solving puzzles if he wants to make it to King Kai's™ Planet and back to Earth!



NOTE



The jagged rocks surrounding the ridges make flying impossible! If you need to fly to the top of a ledge, find a place where the jagged rock wall has been cleared away. Only then can you fly to the top!



Evil Spirits vs. Lost Spirits

The HFIL is filled with the cloud-like spirits of the universe's losers. By the HFIL Health and Fitness Club is an administrator who's lost a few of the "good" spirits. Your first task in the HFIL is to find the good spirits and return them to the Underworld Assistant's side. The "good" spirits are completely stationary. The bad spirits roam freely and attack invaders like Goku®. As you search for the good spirits, level up Goku® by defeating the bad spirits.



Help the worried Assistant by finding his lost souls. Each spirit you return is worth 500 experience points.



The third and final spirit waits on the ledge in the northeast. He's worth 500 experience points, plus he's the secret to getting some food and a way out of HFIL.



The first spirit is on the ridge to the right of the HFIL Health and Fitness Club.



The second spirit is on a ridge in the northwest. A break in the rocks allows you to fly up there.

King Yemma's™ Fruit and the Red Ogre

Once you help the Assistant find his lost spirits, he helps you find some breakfast! There is an orchard in HFIL where King Yemma's™ prized fruit grows. It is protected by a magical barrier and a fast Red Ogre. To get the fruit, you must distract the Ogre and find someone to disable the magical barrier. The Assistant knows how to turn the barrier off, so take care of the Red Ogre!



Helping the Assistant earns you help in return. He'll disable the barrier protecting the fruit while you take care of the Ogre guarding the tree.

Look for the Red Ogre in the trees by the bloody lake. He is easily distracted. When you talk to him, he suggests a race. Catch him and he'll help you get to King Kai's™ Planet.





The Red Ogre hangs out by the lake of blood. His speed allows him to reach the tree instantaneously when trouble threatens.

When the Red Ogre runs away, head to King Yemma's™ orchard and enter the newly barrier-free area. After you grab the fruit, the Ogre is alerted to an invasion in progress. His surprise at seeing you in the orchard gives you plenty of time to tag and catch him, earning a favor from him as a reward. The only problem is whether or not you should trust him....



Grab the fruit and the Red Ogre comes running. He is the only one who can get you on your way to King Kai's™.

Snake Way

Goku's® second trip to the Snake Way is much the same as his first. The edges of the walkway are still sharp and the path is still long and meandering. This time, however, you can take a shortcut by flying across the pathways. Grab red Flight Charges to refuel your Flight Charge Meter.



Shorten Your Trip!

This time, Goku® can fly across the Snake Way to his destination. Fly across the pathways, using the red Flight Charges to refill your meter. You reach the end of the road in no time!



Keep an eye on your Flight Meter so it doesn't run out while you are over the void.



At the End of Snake Way

At the end of Snake Way, Goku® catches sight of King Kai's™ Planet floating off to the left of the Snake Way. Either fly there from the serpent's tail, or go back until you are across from the planet.



Here's the end of Snake Way.



Flying from here, a short distance from the end, is the easiest way to reach King Kai's™ Planet!

King Kai's™ Planet

At the end of the Snake Way lies King Kai's™ Planet. King Kai™ is a great martial arts teacher, and Goku® is looking forward to training with him. His methods are unorthodox but the rewards are great. If you can complete his tasks, King Kai™ teaches Goku® the powerful Kamehameha Wave attack!



Inside King Kai's™ House



Task #1: Catch Bubbles

The first challenge King Kai™ gives to Goku® is to catch Bubbles the monkey in the high gravity of his planet. Bubbles is easy to catch if you can corner him. Fly ahead of him and push him in the direction you want.



Bubbles is faster than Goku®, but you can overtake him by flying.

Task #2: Hit Gregory on the Head with a Hammer

The second challenge King Kai™ gives Goku® is to hit Gregory the grasshopper on the head with a large mallet. Gregory is faster than Bubbles, but the techniques used to catch him are the same. Corner Gregory, then thwack him on the noggin. If you catch him, King Kai™ teaches Goku® the Kamehameha Wave, increases his speed, and gives him 1,500 experience points.



The mallet gives you an advantage over Gregory by extending your reach.

King Kai™



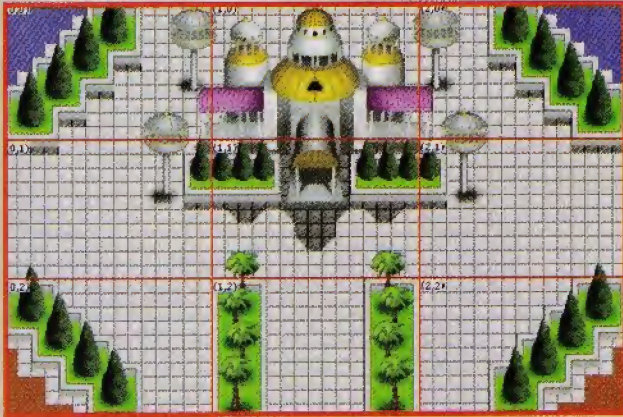
Living in the "Next Dimension," King Kai™ is known throughout the universe as one of the greatest fighters and martial arts teachers (although his teaching methods are rather unorthodox). His house is on a tiny planet at the end of Snake Way. The small planet has 10 times the gravity of Earth, and is thus an ideal training site. His companions include a goofy monkey named Bubbles and a grasshopper named Gregory. King Kai™ possesses a humorous, corny sense of humor (he's always telling jokes or puns) as well as great wisdom. Fortunately for our friends, he can communicate telepathically, giving them good advice and warnings in critical situations. Goku® trained under King Kai™ and now wears his symbol. Yamcha®, Chiaotzu™, Tien™, and Piccolo™ also train under King Kai™ when they are sent to the "Next Dimension." When Goku® seeks King Kai™ in the "Next Dimension," King Kai™ begins his training by having Goku® catch Bubbles—no easy task with an energetic monkey and a gravity 10 times the force of Earth's. Goku® catches Bubbles after only three months. His next task is to hit Gregory the grasshopper with a hammer. Goku®, impressively, performs this task in three weeks. Only after these tasks increase Goku's® strength and speed, does Kai™ begin the personal training of Goku®. In the 118 days left before the Saiyan's return, Kai™ teaches Goku® the "Kaio-Ken" and how to gather energy from the planet into one great fighting energy ball. Later King Kai™ takes on the training of Yamcha®, Tien™, Chiaotzu™, and Piccolo™ using the same techniques that were successful with Goku®.

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Kami's™ Lookout

Kami's™ Lookout is the intermediate step between King Kai's™ Planet at the end of the Snake Way and Earth. Talk to Kami™, Mr. Popo™, and Korin™ to learn about your friends on Earth. Get extra Senzu Beans from Korin™!



The Path to Earth

You can fly down to Earth from either side of Kami's™ Lookout. Walk off the side you like the most!



Once you talk to everybody, you can leave the Lookout by flying off either side.

Kami™



Kami™, guardian of Earth is originally from the Planet Namek. He created the Dragon Balls® on Earth. Desiring to be good and pure, Kami™ cast off his negative evil side which became Piccolo™. Thus the two are mysteriously linked. If and when one passes away, the other will pass away also. And of course, if Kami™ the creator of Earth's Dragon Balls® passes away, so will the power of Earth's Dragon Balls®. He has some capability of seeing into the future, and can also sense the change when Piccolo™ starts becoming a better person. Kami™ brings Tien™, Yamcha®, Chiaotzu™, and Krillin® together for training in the famous Pendulum Room, the center of all past, present, and future, then sends them back to Earth to prepare for the Saiyans. When Goku® is killed fighting Raditz™, Kami™ takes Goku® to the "Next Dimension" for training with King Kai™. Kami™ lives with his friend Mr. Popo™ on Kami's™ Lookout, a tower which floats high above the Earth. Later, Kami™ fuses with Piccolo™ to make Piccolo™ stronger.

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Mr. Popo™



Mr. Popo™ is the servant of Kami™. He has been on Earth longer than the present Kami™, and will remain to serve the next guardian of Earth. He helps Bulma™, Krillin®, and Gohan® get to Namek by showing Bulma™ the location of Kami's™ old ship. Though small and silly in appearance, Mr. Popo™ is a powerful fighter, wise, truthful, and reliable. He assists Kami™ in saving the Earth from Garlic Jr.

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Korin™



Korin™, a cat, is a wise martial arts master that lives in "Korin's™ Tower." Korin™ grows the magical healing Senzu Beans that often help the Z Fighters in battle. He hangs out with Yajirobe™.

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Snowy Forest

Goku® returns to Earth in a Snowy Forest outside of Capsule City. Here you face ravenous wolves and the occasional dinosaur. Your strength has increased since you last faced these forest inhabitants.



Rescue the Trapped Boy

A small boy is trapped on a ledge to the west of where you landed. Wolves chased him there and now he's stuck! Help him get off the ledge and return to his mother in Capsule City.



Hmmm. What's a small boy doing on top of a ledge?



The Forest's Inhabitants

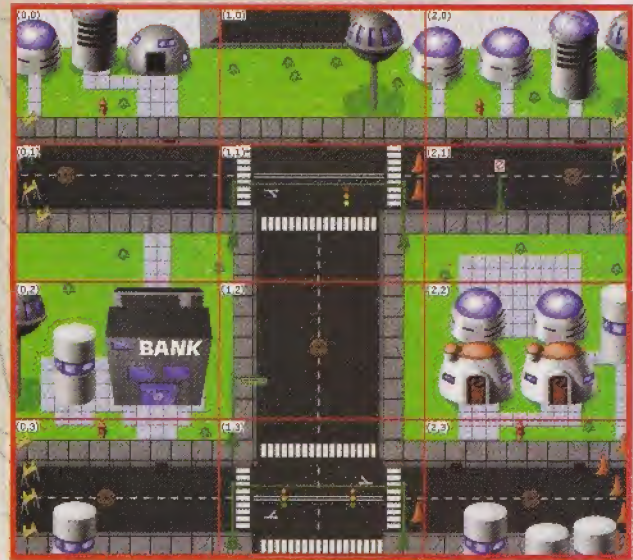
It is easy to take out wolves with the Kamehameha Wave. However, it isn't as effective against the dinosaur sleeping in the middle of the frozen lake. Use the Ki Blast against it.



You have an easy time defeating the beasts of the forest if you use the right attacks.

Capsule City

Capsule City is home to Bulma™ and the Capsule Corporation. However, you won't see either of them here. What you will find is a mother looking for her nature-loving son, a scientist searching for new inventions, and bank robbers in need of capture. These tasks keep Goku® busy for awhile.



Boy's Home



Empty Home



Scientist's Home



Bank



Return the Missing Boy to His Mom

The boy you met on a ledge in Snowy Forest lives in Capsule City. His home is in the southeast corner of town. It's the first one on the block, across the street from the Bank. His mother, relieved that her son's fascination with wolves may be over, gives Goku® a Capsule as a reward. You can't use the Capsule in your quest, but there is someone else in Capsule City who can use it!



This house contains the lost boy's mother. She's so happy that you've rescued her son that she gives you a Capsule as a reward.

The Frustrated Scientist

If you visit the Scientist in his lab in the northwest corner of town before returning the boy to his mother, you'll find him researching new technology for the Capsule Corporation. Unfortunately, his work isn't going too well. Return with the Capsule you receive as a reward. He's overjoyed at the new type of Capsule and rewards you with 1,500 experience points.



That new type of Capsule excites the Scientist's imagination!

To complete the quest, look for a second Capsule in the long weeds behind the Bank. When you bring that one to the Scientist, you get a Senzu Bean.



You can see this Capsule amid the tufts of grass. Burn away the weeds to uncover it completely.

Round Up the Bank Robbers!

The closer you get to the Bank, the more activity you'll find. The Bank has been robbed and the police are having difficulty rounding up the three Bank Robbers. It's Goku® to the rescue!





There are three Bank Robbers mulling around in front of the bank. Goku® has to subdue all three in order to complete the quest.



The Bank Robbers won't take your attempts to capture them lying down! They will fight back or run away. The scene is chaotic, but you should have no problem capturing all three of the Robbers. At the end you get 1,500 experience points.

Restocking Your Inventory

While you are in Capsule City, restock your inventory with Herbs and Senzu Beans. All of these things are hidden in the long grass and under the posts that dot the town.



Use your Ki attacks to burn away the long grass and reveal the treasures underneath!



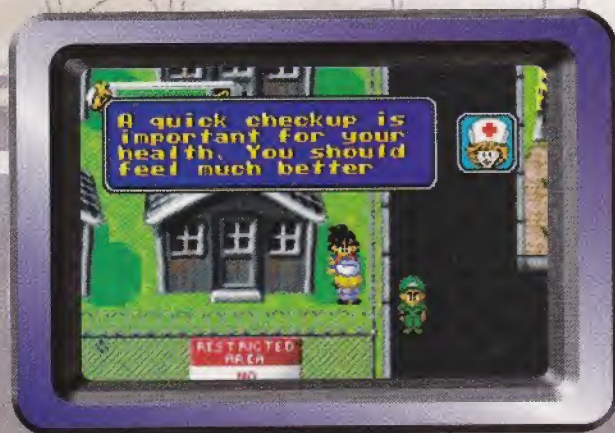
Military Post

South of Capsule City is a Military Post reeling in shock. Aliens have invaded a field to the east of the encampment and are waging war there. To make matters worse, the Aliens are winning!



The Infirmary

There's not much to see or do on this Military Post. The only service it offers is an Infirmary near the eastern gate. However, if Goku® is in need of healing, there is no finer place to visit. The Infirmary is open day and night, both before and during Goku's® battle with those evil Saiyans, Vegeta®, and Nappa™.



Heal Goku® before exiting the Military Post and engaging in battle. There are Herbs in the long grass.

Vegeta's® Battleground

East of the Military Post are the remnants of your allies (Gohan® and Krillin® are the only ones left) and Nappa™ and Vegeta®. To save the Earth, you must defeat Nappa™ first, then the super-villain, Vegeta®. Conserve the Herbs in the field while you take on Nappa™. After you defeat him, go to the Military Post for healing, then return to the battlefield, where all of the Herbs you picked have re-grown for your battle with Vegeta®.





Tactics for Beating Nappa™

Nappa™ is Vegeta's® sidekick and is supposed to take out Goku® so Vegeta® doesn't have to waste his time. Unfortunately, neither one of them suspects how strong and crafty you've become over the past few sections!



Before you can take on Vegeta®, dispose of his sidekick, Nappa™.

Nappa™ is slow (in comparison to Vegeta®). He also stops to catch his breath whenever Goku® gets too far ahead. Use this time to charge up a Ki Blast attack and send it after Nappa™. Ki Blasts work well because they have greater accuracy from a long distance away. If you are bolder, use Kamehameha Waves at a closer distance. However, if you get too close, Nappa™ attacks again.



Fly ahead of Nappa™ to avoid his attacks and get out of his attack range. Once you are two-thirds of a screen away from him, Nappa™ stops to catch his breath, leaving himself open to a well-charged distance attack!



Watch out for Nappa's™ energy attacks! If Goku® gets hit with one, he'll take a lot of damage.



Take on Nappa™ from afar, where you can charge up a Ki-based attack without fear of attack.

NOTE



If you use all of the Herbs while fighting Nappa™, run next door to the Military Post and visit their Infirmary without restarting the battle. When you return, the Herbs on the field have regenerated.



Strategies for Taking on Vegeta®

Vegeta® is a stronger, faster, and more aggressive version of Nappa™. Unlike his sidekick, he does not slow or stop whenever Goku® gets too far ahead. Be careful if you lose sight of Vegeta®, or he might sneak up on you and smack you with one of his blue energy balls!



Getting hit with one of Vegeta's® energy balls can defeat Goku® if he's already wounded. Use the Herbs in the field to keep him healed.

Vegeta® will not stay still, so use Goku's® Kamehameha Wave attacks. Charge them, then release them when Vegeta® gets close. Vegeta® wanders back and forth in front of Goku® when you haven't attacked in awhile.



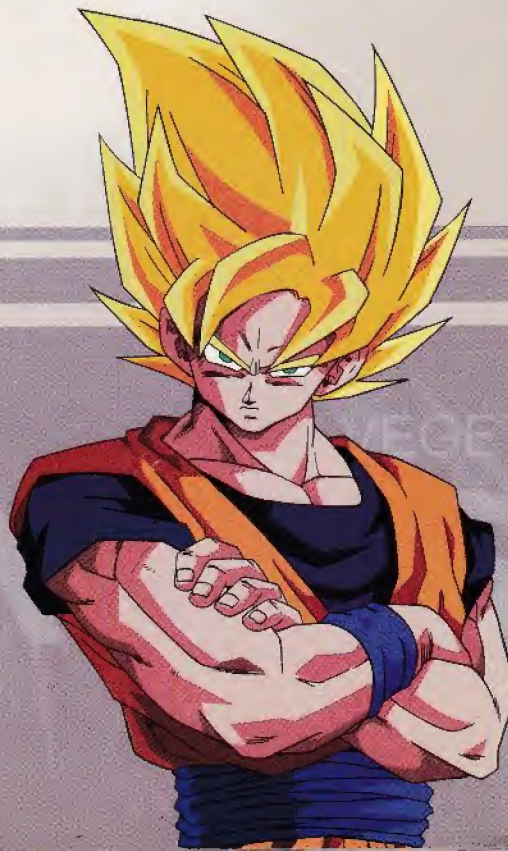
While unprovoked, Vegeta® wanders aimlessly in front of Goku®, waiting for him to attack. While he's far away, charge up your Kamehameha Wave, then release it when Vegeta® gets close.

The moment you attack him, Vegeta® chases Goku® until he runs out of Vegeta's® range. Fly to escape. Avoid the obstacle-filled corners of the battlefield where it is easy for Goku® to get trapped.



Don't run into the maze-like areas when Vegeta® is chasing Goku®. Goku® might get cornered and caught in Vegeta's® clutches!

Once you whittle down Vegeta's® HP to half, his speed and strength increase. Use the same tactics discussed above, taking his greater power into consideration. When you defeat him, a strange event occurs....





You've reached the battle's halfway point when the speech here appears. However, Vegeta® has just begun to fight!



If you've seen this part of the *Dragon Ball Z* animated series, you know how this battle ends. If not, you have a big surprise in store!



Yajirobe™



Yajirobe™ is one good guy not interested in fighting. Usually on the sidelines, with food in his mouth, he doesn't willingly go near danger and isn't willing to go in the Pendulum Room to train to fight the Saiyans. Yajirobe™ does come through in the end when he sneaks up behind the Giant Vegeta® Monkey and cuts off his tail. He works for Kami™ and Korin™.

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Destroyed Village on the Planet Namek

When Goku® arrives on the Planet Namek, he finds a village ripped apart by war. Talk to the remaining villagers to learn that Frieza® and his army have destroyed the buildings and are destroying the planet's ecosystem in their search for the Dragon Balls®. Find and replant three sapling trees in the plots set up for them behind the leader's hut. Level up Goku® before taking on the second part of your quest!



Inside the Center House



Inside the Western House



Inside the Eastern House

NOTE

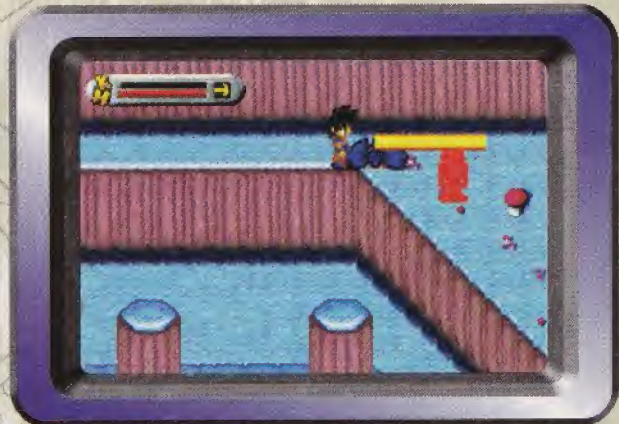


It's easy to gain experience points here! Every time you enter and exit one of the houses, the enemies on the map regenerate, so you can defeat them again and again. Have Goku® gain three or more levels before you take on the soldiers in the Valley of the Ancients. You'll make up the time later when you blaze through battles with the Ginyu Force™!

Frieza's® Soldiers

The village is overrun with Frieza's® henchmen, dinosaurs, and pterodactyls. Frieza's® soldiers are a new type of enemy. You'll see different varieties here and in the Valley of the Ancients. You can tell each type of soldier by the color of its armor and its level of aggressiveness.

The green soldiers have a normal aggressiveness level. They chase and attack Goku® when provoked. However, when Goku® gets far enough away from one, it stops chasing him and returns to its guarding position. At this point you can attack safely with a charged up Ki Blast or Kamehameha Wave—if you can get close enough!



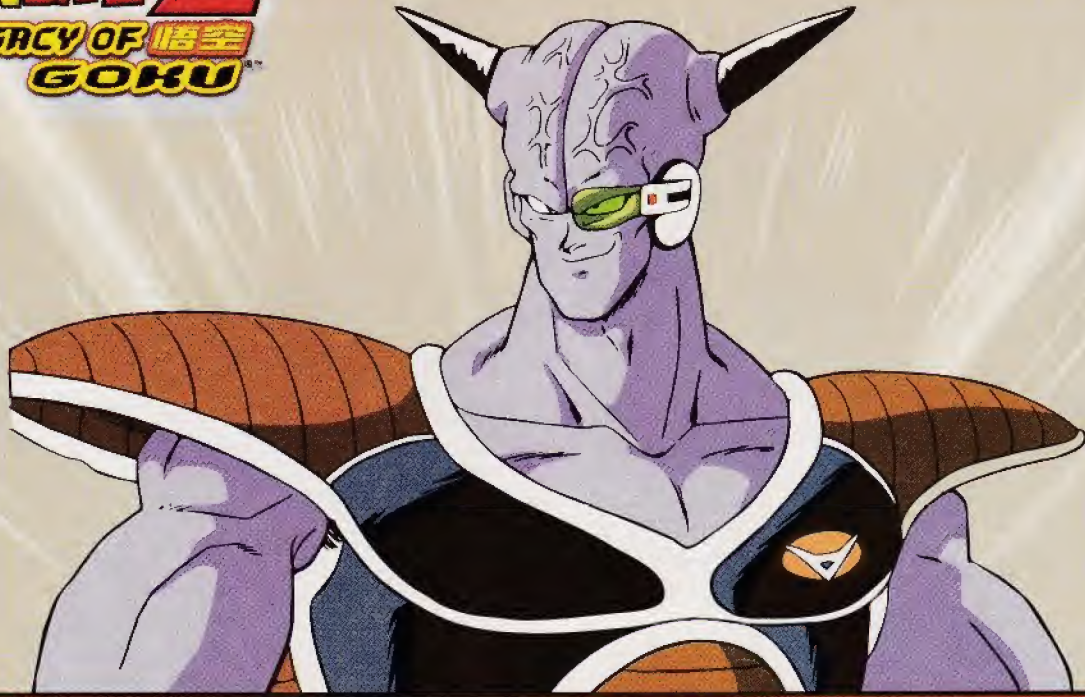
It's easy to sneak up on the green soldiers and blast them with a fully charged Kamehameha Wave. If you're uncertain of your stealth skills, paralyze the soldiers with a Solar Flare!

The more bloodthirsty blue and khaki colored soldiers pursue Goku®. Use the Solar Flare to immobilize them long enough for a strong Ki-based attack.



The blue and khaki soldiers hunt Goku® to the ends of Namek! This gets dangerous when one leads Goku® into another soldier's territory.



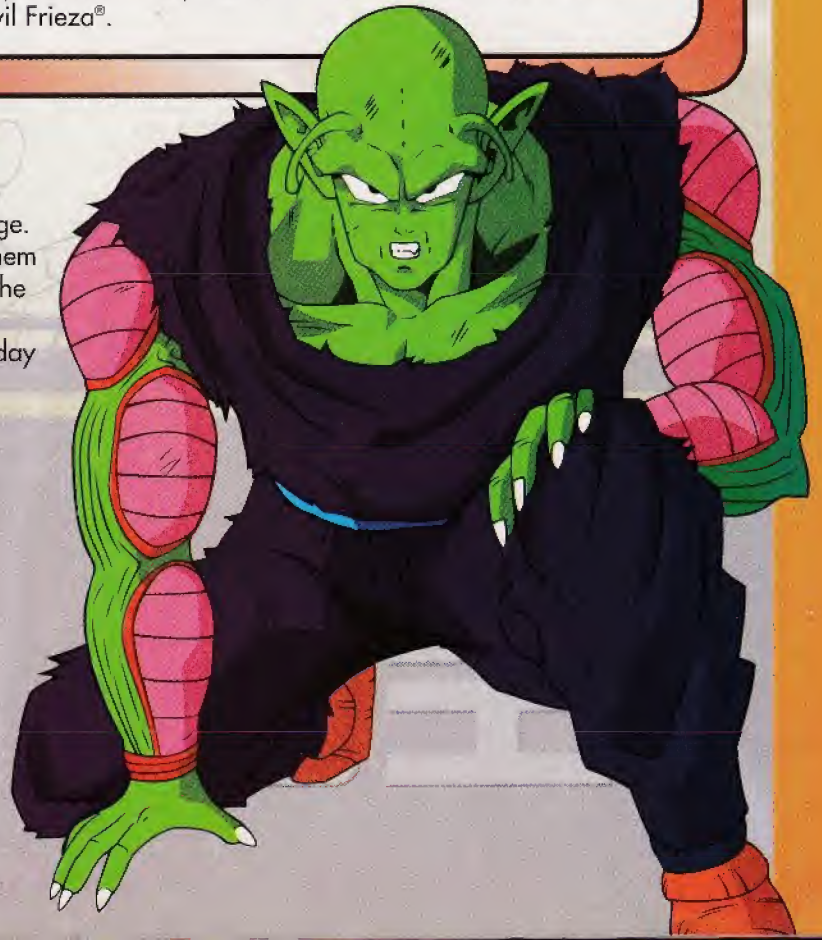


The Namek, Captain Ginyu™, and Frieza® Sagas

The rest of the game presents a synopsis of the Namek, Captain Ginyu™, and Frieza® Sagas. *Dragon Ball Z: The Legacy of Goku®* focuses mainly on Goku's® exploration of Namek, his battles with the Ginyu Force™, and the destruction of the evil Frieza®.

The Reforesting of Namek

Your first quest on Namek is reforesting the village. Find three saplings, pick them up, and replant them in the plots behind the village leader's house in the village center. You receive a handsome gift of 7,000 experience points! Not too shabby for a day of gardening!





The saplings you seek are smaller versions of the ball-topped trees that remain. The first sapling is located east of the village, guarded by one of Frieza's® henchmen.



The final sapling is in the northwest, south of the entrance to the Valley of Ancients. It's guarded by a variety of enemies, so be careful!



Find the next sapling in the map's northeast corner, well-defended by a few dinosaurs and a variety of soldiers.

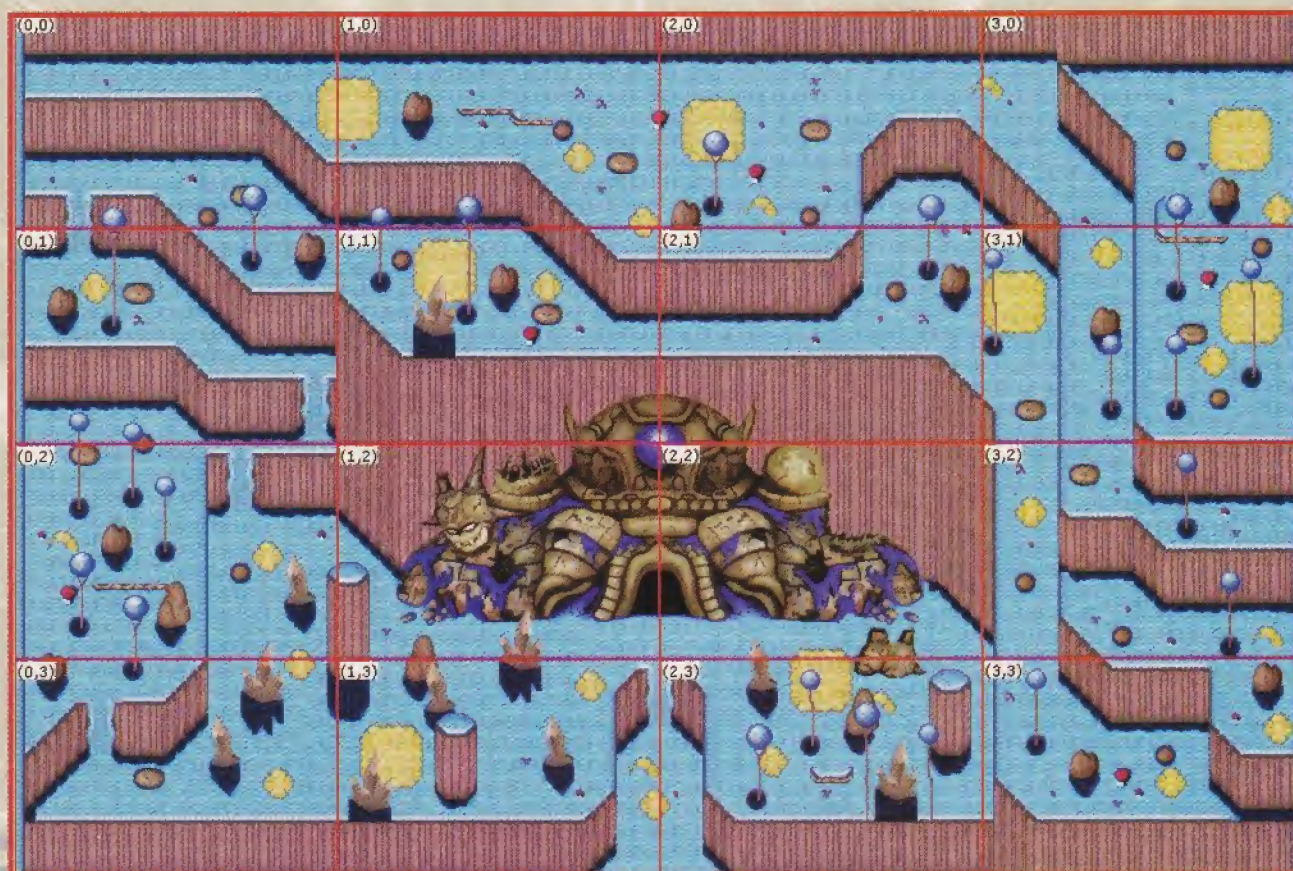


Replant the saplings in the holes behind the leader's house. There are three holes for the three saplings.



Valley of the Ancients

To the north of the Destroyed Namek Village lies the Valley of the Ancients and the temple of Porunga™, the Namekian Dragon. The village elder tells Goku® the importance of the temple to the people of Namek, encourages him to find the three artifacts, and return them to their rightful place in the central room in the Namekian Temple. Before entering the temple, Goku® needs to find the Namekian artifacts on top of the temple. However, this whole area is tightly patrolled by Frieza's® soldiers, making it tough to get around safely. Expect lots of battles in the Valley of the Ancients.



Which Way?

For a challenge, take the longer path up the mountain. You must defeat many soldiers as you scale the mountain to the top of the temple. This way is not for the faint of heart!



The left path leads you past a ton of soldiers! Don't let them gang up on you!



The path to the right is shorter. You fly to the summit, immediately taking on the enemies there. This way allows you to get a jump on this part of the quest, but denies you all of the experience points that the soldiers guarding the western road offer.



Flying up to the summit shortens your trip to the Namekian artifacts dramatically!

The Namekian Artifacts

This area's quest is to collect the two Namekian artifacts from the top of the Namekian Temple. The third artifact is hidden deep within the temple, so gather the other two artifacts before exploring the temple.



The red artifact is in the northwest corner of the ridge at the mountaintop. Take out the dinos and pterodactyls before grabbing the gem!



The blue artifact is east of the red gem, atop another ridge. Soldiers and a dinosaur guard this artifact, so be careful!

Once you have the first two artifacts, enter the Namekian Temple!



Inside the Temple

The Namekian Temple is a confusing series of rooms connected by colored teleports. To make matters worse, the teleports take you to different locations depending on their location—not their color. If you expect a blue teleporter to take you to another blue teleporter, you'll be disappointed. Fortunately, there is a method to the temple's madness.



The yellow arrows on the map indicate the locations of secret passages and the rooms they link together.



NOTE



This is a great opportunity to level Goku® up! Every time you teleport into or out of a room, the enemies inside regenerate. This provides you with limitless battle. If you haven't paid attention to training Goku®, now is your chance to catch up!

The Secret of the Stone Scrolls

The teleporters in the temple come in six different colors (green, orange, blue, yellow, red, and white). Each of the main rooms features two "hint" scrolls etched in stone and a statue of Guru™ holding a numbered Dragon Ball®. The secret to getting through the temple rests in the hint scrolls, specifically the first letter of each scroll. One leads Goku® to the correctly colored teleporter while the other leads Goku® to a false teleporter, taking him to the start. The idea is to go through the rooms in order, as indicated by the numbered Dragon Ball® in Guru's™ hands. Trial and error is the only way to figure out which scroll leads to the true teleporter.



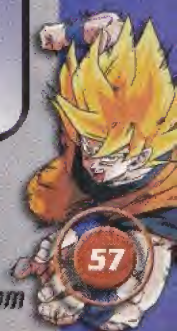
The teleporters come in six different colors: green, orange, blue, yellow, red, and white.



The scrolls tell you which color teleporter you should use.



The Dragon Ball® in Guru's™ hand tells you which room number you are in.



When you take the white teleport in the entrance to Room Two, the first scroll you encounter reads "Give freely to your brothers, and honor will be yours." This indicates that one of the two teleporters you should use is green.



The "G" at the start of the scroll indicates that one of the two teleporters you should use is green. But you don't know if this is the true or false teleporter!

The second scroll reads "Banished will be he who keeps from his village," indicating that the other possible teleporter is blue. Use trial and error—or a lucky guess—to discover that the correct teleporter to Room Three is the green one!



The second scroll narrows down your teleporter choices.



Take the green teleporter to go to Room Three, where another choice awaits.



The Hand Points the Way

The temple is also riddled with hidden passages leading to secret chambers. Large hand statues point the way to those hidden hallways. Walk in the direction the finger points until you run through the wall—into the hidden hallway.



Follow the pointing finger until Goku® disappears into the wall. Sometimes you travel a long way before reaching the hidden passageway.

The Third Artifact

Goku® still needs the third artifact! Check out the hidden rooms. The green artifact is hidden off Room Two in the secret chamber to the right of the Guru™ statue holding the second Dragon Ball®.



Follow this pointing finger into the hidden chamber with the final artifact. Once you have it, continue to the main chamber.



Still Stuck?

Are you tired of playing guessing games? The scroll with the positive message leads to the true teleporter. Messages offering negative sentiments lead to the false teleporter and the beginning of the temple.

Give Up?

Take these teleporters to reach the Guru™ Room:

- Room One to Two: White
- Room Two to Three: Green
- Room Three to Four: Orange
- Room Four to Five: Yellow
- Room Five to Six/Seven: White
- Room Six/Seven to the Guru™ Room: White

The Guru™ Room

The temple's main chamber features a statue surrounded by color-coded slots for the Namekian artifacts. Put the artifacts in their correct slots and Goku® receives 30,000 experience points, a speed increase, and an indication of where the temple's other exit lies. Take the white teleporter to the left of the statue and follow the corridor north to the exit.



To activate the statue, place the artifacts in the slots. When all three are in place, the temple exit opens.

Guru™



Wise, peace-loving, selfless, and good, Guru™ is the eldest of all Namekians and father to all of his kind. (Namekians are unisex and hatched from eggs.) Guru™ is also the creator of the Namekian Dragon Balls®. When he passes away, the power of the Dragon Balls® to summon the Dragon Porunga™ and have wishes granted also will pass away. Because Guru™ is very old and sick, this is a great concern on his planet. Using his powers, Guru™ brings out the secret power within Krillin® and Gohan®, and bestows on Dende™ a powerful healing ability. Guru™ is guarded by Nail™, a strong Namekian warrior trained in all the ancient Namekian fighting techniques.

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Ginyu Fighting Grounds

At the exit to the temple, Goku® runs into Krillin®, Gohan®, and their reluctant ally, Vegeta®. Before you can take on Frieza®, you must take on Frieza's® henchmen, the Ginyu Force™. This squad of fighters is the strongest group that Frieza® can send to stop you. Taking them out will give you lots of confidence for the final battle!



Preparing for the Battle

Before you take on the Ginyu Force™, take out the other soldiers and dinosaurs roaming the Fighting Grounds. The Ginyu Force™ won't start fighting Goku® until he talks to Captain Ginyu™, so you have plenty of time.



If Goku® is at Level 17–18, he can defeat most of the soldiers and other monsters with a single fully charged Kamehameha Wave.



Taking on the Ginyu Force™

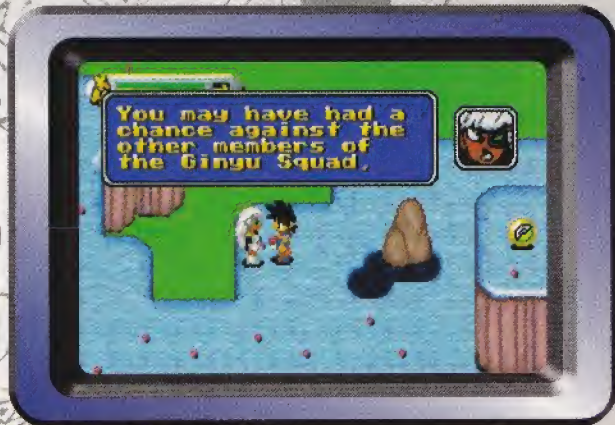
Once you're prepared for the battle ahead, talk to Captain Ginyu™. He's the purple fighter closest to your friends. He delegates defeating you to the rest of the squad. Talk to one of them to commence battling. These are stronger versions of Frieza's® soldiers. All have big Ki-energy attacks, but none can withstand the power of two to four of your fully charged Kamehameha Wave attacks.



Next comes Burt™, the blue one. He's also easy to defeat if you can charge up an attack. When you defeat him, you get 70,000 experience points.



Talk to Captain Ginyu™ first to get things started.



Jeice™ is a harder foe, but not by much. Defeating him nets you 70,000 experience points.

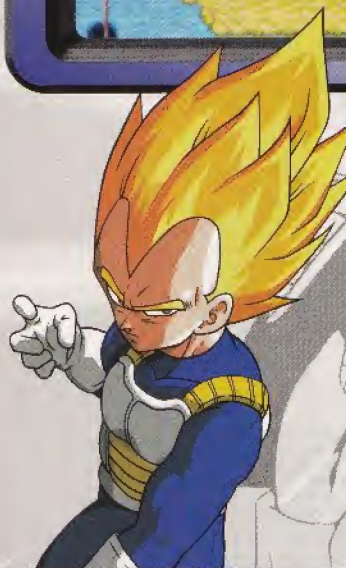
Once you've defeated the three lesser fighters, Captain Ginyu™ decides to challenge you. While he is stronger than Jeice™, Captain Ginyu™ is no match for the powerhouse you've become! When you defeat him you win 90,000 experience points.

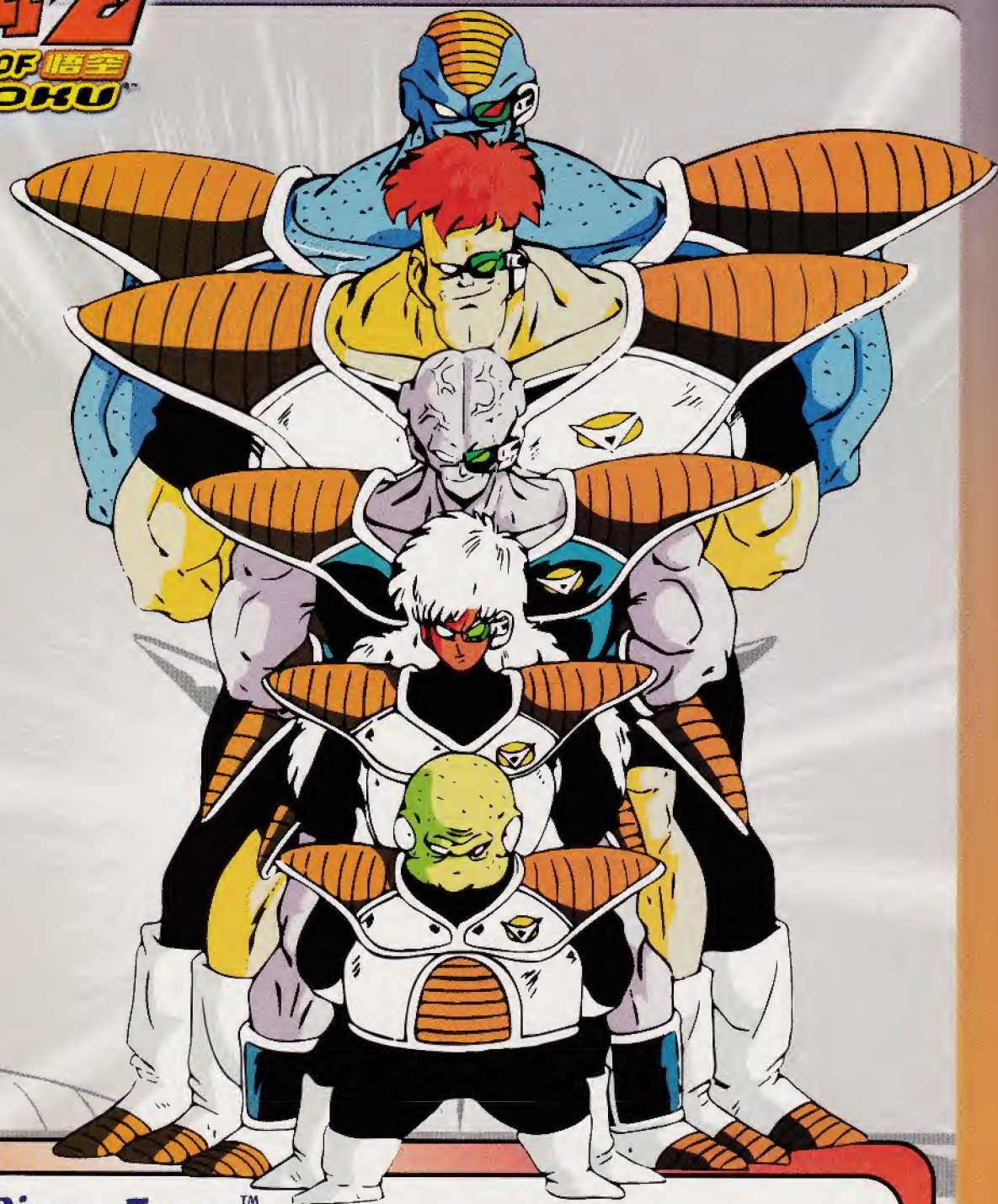


Defeat the red-headed Recoome™ with a couple of fully charged Kamehameha Waves. Watch out for his huge Ki-based attack in the meantime. Defeating Recoome™ nets you 40,000 experience points.



Captain Ginyu's™ love for posing gives you plenty of opportunities to charge up your Kamehameha Wave.





The Ginyu Force™

Evil and powerful, the Ginyu Force™ is hailed as the most powerful team in the universe. It is composed of five members, each one very powerful and possessing unique attacks and fighting advantages. When Dodoria™ and Zarbon™ are unable to eliminate our friends and collect the seven Namekian Dragon Balls®, Frieza® summons the Ginyu Force™. Between battles, they enjoy such goofy pastimes as watching soap operas, playing "paper, rock, scissors" to decide who will fight who, and making bets over chocolate nut bars, their favorite food. The Ginyu Force™ strikes various poses during their battle. While individually and collectively they are very strong, each member is conceited and competitive, which leads to their downfall. They hesitate to ask each other for help because they don't want to share the credit for the victory. The members of the Ginyu Force™ don't seem to care about each other, willing to stand back and watch while their teammates are destroyed.



Burter™

Burter™, a giant, blue creature, is one of the fastest beings alive. Attack: Purple Spiral Flash Attack

Guldo™ (does not appear in Dragon Ball Z®: The Legacy of Goku®)

A short, pudgy, four-eyed creature, Guldo™ makes up for his lack of strength with his ability to manipulate space and time. Able to read minds, control objects, and stop time, he can easily conquer a much stronger foe.

Jeice™

With an orange face and huge white hair, Jeice™ is neither super fast nor super powerful. Instead he is a more balanced combination of strength and speed...making him very dangerous.

Recoome™

Recoome™ is a big, red-headed brute, possessing great strength but slow in speed. Attack: Recoome™ Boom Breath Blast

Captain Ginyu™

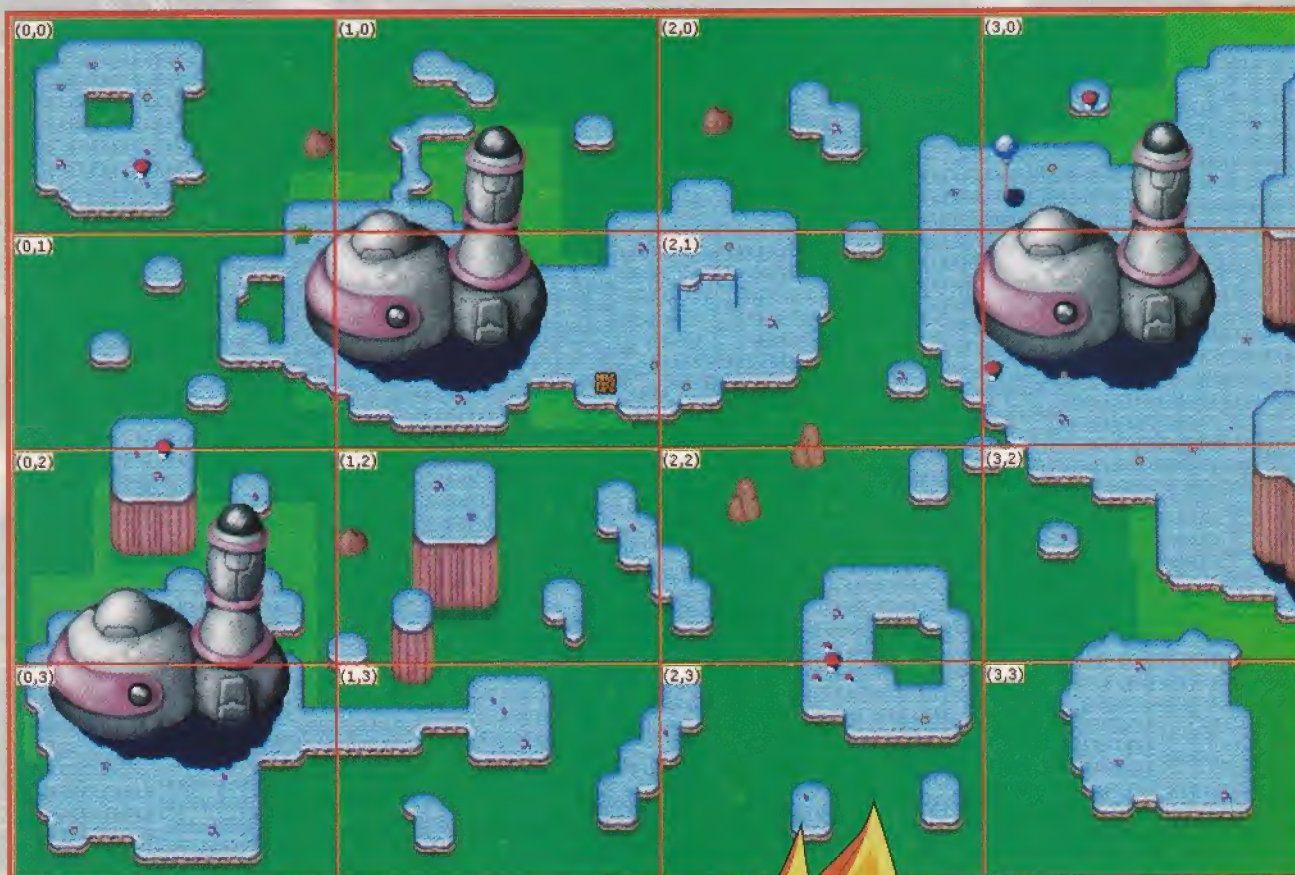
With purple skin and black horns, he's the strongest of the team, and its leader. He has the powerful ability to switch bodies with his opponents. He switches bodies with Goku® giving Captain Ginyu™ the advantage of fighting with Goku's® powerful body and also of confusing the team of good guys. This capability does lead to his ultimate demise as he accidentally and forever changes bodies with a frog.

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Frieza's® Army Killing Grounds

Once Goku® has defeated the Ginyu Force™, he is transported to the site of Frieza's® army. Frieza® has set up his army's outpost on a series of islands. Goku® must fly from one to the other, defeating all the enemy soldiers on each one. The battle with Frieza® is getting closer and there is no time to waste!



Inside of Northeast Building

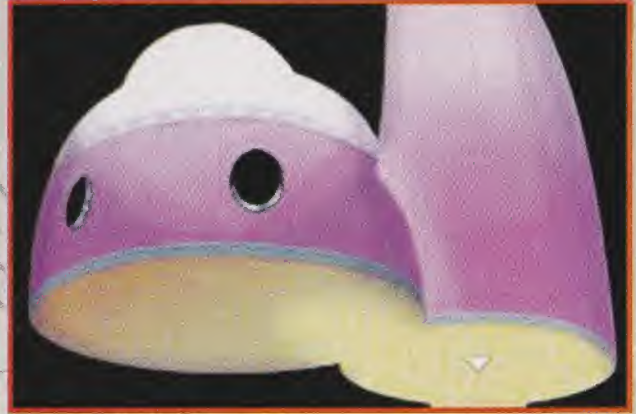


FRIEZA

フリーザ



Inside of Northwest Building



Inside of Southwest Building

Level Up!

This section and the next are for raising Goku® to Level 25 before the big battle with Frieza®. Fly from island to island, taking on Frieza's® soldiers and building up Goku's® experience. The strongest soldiers (with the most experience points) are in the buildings!



The soldiers inside the buildings provide the most experience points.



Frieza's® Ship

Like the Army Killing Grounds in the previous section, this area gives Goku® more chances to level up to the maximum level of 25. The soldiers here provide lots of experience points.



Frieza's® Ship

Frieza's® ship stands in the middle of the field. To enter, fly into the hole in the top. Inside you find your friends and a rejuvenation machine!



To enter Frieza's® ship, just fly into the hole at the top.



Inside Frieza's® Ship

Once you make it inside Frieza's® ship, you have two choices: to continue to the battle with Frieza® or to return to the landing site and keep battling Frieza's® henchmen. To continue to the final battle with Frieza®, talk to your companions, then hop into the working rejuvenation chamber.



Armory



Entrance to Spaceship



Rejuvenation Chamber



Hallway





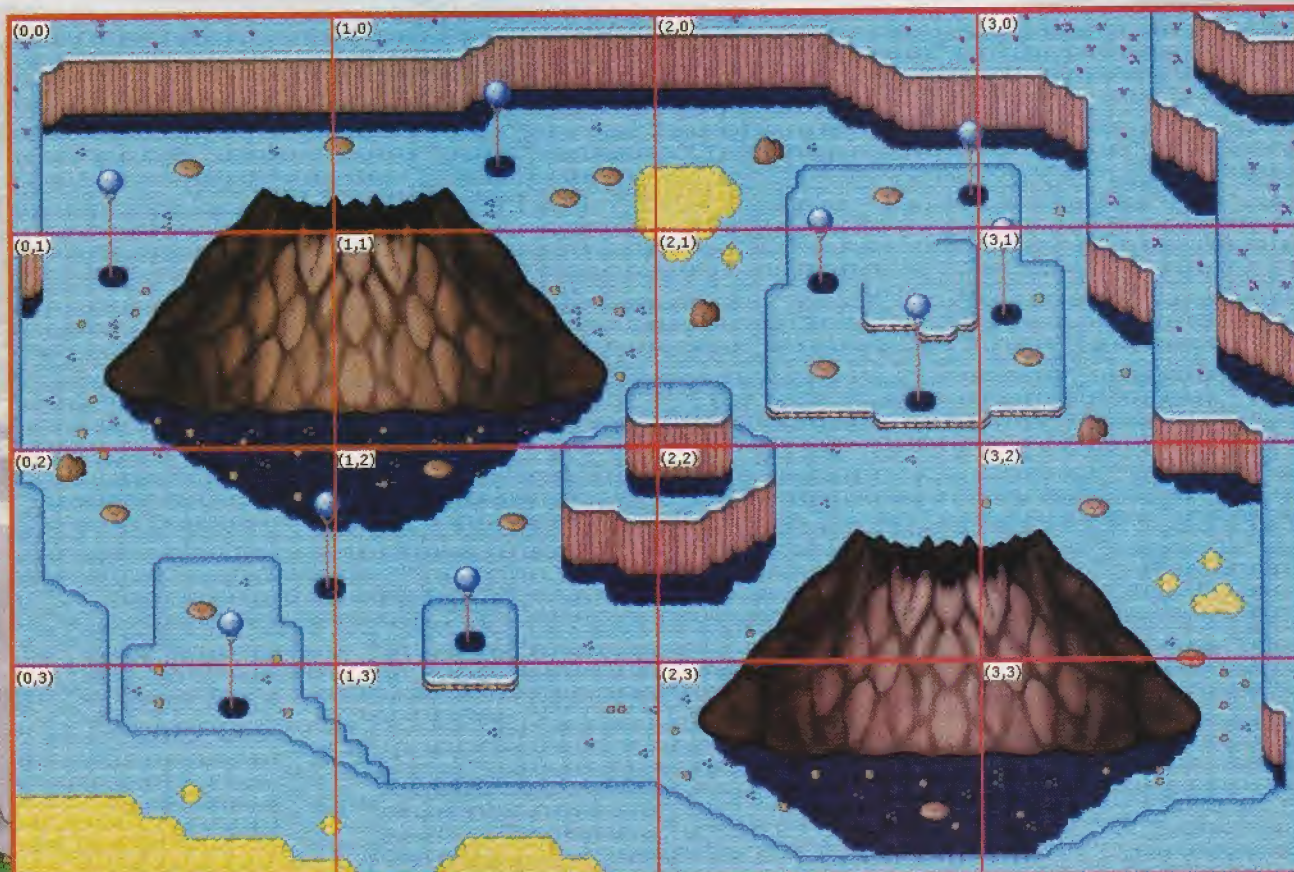
To exit the spaceship, fly through the hole in the roof.



Use the rejuvenation machine if you are ready to proceed.

Final Battleground

Finally, it is time for Goku® and Frieza® to meet on the battlefield. If you can defeat him, you get his Namekian Dragon Balls® and can use them to resurrect your fallen comrades. If you fail...well, reload and try again!





Strategies for Defeating Frieza®

Goku's® battle with Frieza® is no different from other boss battles. Frieza® is fast and aggressive, with a powerful Ki-based attack. Have Goku® run or fly ahead of Frieza® to set up situations where he can safely charge up his Kamehameha Wave attack while still being close enough to hit Frieza®. Use Solar Flare along with the Kamehameha Wave to maximize your charging up time.



Frieza's® speed makes it difficult to fully charge up a Ki-based attack before he gets too close!

Frieza® can change shapes. Frieza® has four different forms, each larger and more powerful than the previous form. However, no matter how fearsome Frieza® appears, you still can defeat him using charged up Kamehameha Wave attacks.





Frieza®: Form One



Frieza®: Form Two



Frieza®: Form Three



Goku® and Frieza® trade shots on the battlefield.



The End...

Once you've beaten Frieza's® third form, something strange happens. Frieza® transforms yet again, the Planet Namek starts to break apart, and Goku® goes Super Saiyan. With increased strength and speed, it is time for Super Saiyan Goku® to defeat Frieza® once and for all!



Frieza® pushes Goku® over the edge.



Once again Frieza® and Goku® exchange Ki-based attacks. Frieza's® fourth form is very aggressive and pursues Goku® everywhere. Be careful not to let him corner you!



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Games/RPG
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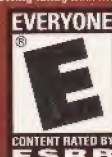
Detailed maps for all quests

In-depth walkthrough of Goku's adventure

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This game has received the following rating from the ESRB



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